

August 1984

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GAMES

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by Richard Wilcox

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Only your Figure Plane Laser and missile attacks will get you, you also to complete a task that is not possible. As the only member of a team that is... (The rest of the text is obscured by the image)

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AUGUST 1984

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DOWN, DOWN AND DOWN AGAIN

The deeper you dive, the deeper the danger. Through cavern after cavern to find the pearls and the treasure. (It's different every game!) Sharks, octopuses and jelly fish are everywhere; and look out for your oxygen level! Staggering graphics, fantastic colour – a true arcade adventure.

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Dear Readers

What a season! Forget about the weather, the last few weeks have produced some of the hottest software ever seen. Just take a look at *Looney Nights*, *Shera Wolf* and *Procyon*—all featured in this issue. Only a short while ago games like these wouldn't have been thought possible on a home PC.

That's not a far cry from *Looney* you going to have to bang into your car, because in recognition for the Christmas rush-but don't get up, the games are going to get better and better. Who knows what the rest of the year will bring?

Meanwhile, life in the PCG office continues as the usual hectic pace. Steve Cooke says each week makes *Magical* the *Witch*, for giving other captions over the speech on a *Spurious* game. He sat three minutes watching *Tales I Believe* & *Tales I Disbelieve*, for ten minutes—and he realized that the second was coming from a totally outside reviewer.

Well, we wait for the final cut line. August has really accelerated as—assuming another exciting game, and a new *Hot Issue*. Stick with us, folks. December is the month's year special, and you won't sit September.

Stuck as the hot issue. Chris Anderson & the PCG team



Oh no! More riddles!

As it is, we're looking for riddles and thoughts on the...
 I think I have some...
 I think I have some...
 I think I have some...

What is the difference between Mike and...
 One thing is for sure, you can't...
 James Parker...
 I think I have some...
 I think I have some...

Why did Bruce Lee go to work with his...
 I think I have some...
 I think I have some...
 I think I have some...

Form Hurdling

How can I enter a contest when there are no...
 I think I have some...
 I think I have some...
 I think I have some...



How do I know who brought to the...
 I think I have some...
 I think I have some...
 I think I have some...

Don't Forget!

We're always looking for car...
 I think I have some...
 I think I have some...
 I think I have some...



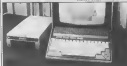
What's your...
 I think I have some...
 I think I have some...
 I think I have some...





• The Commodore 64

• The Commodore 64



Thumbs down for new Commodore

Commodore's new home computers, the 16 and the Plus/4, have received the thumbs down from game software manufacturers.

It is not very enthusiastic at all, said Williams' Jeff Miller. They've left off the two best features of the 64 — the sprites and the sound.

Tadpole's Andy Walker was even less enthusiastic, calling the new machines a questionable backward. Like Miller he feels that Commodore have thrown away the best features of the 64 and that the machines have little game potential.

However, Commodore's Gail Wellington slowly defended the machines' capabilities. She said there were 120 colours available on the new machines and that with the possibility of shading it would give "absolutely tremendous" effects. She

emphasised that the Plus/4, in particular, is not just a game machine.

The Commodore 16 is a 16K machine which will come in a complete starter pack and cost £129.99. It looks likely to replace the Vic 20 in the Commodore range.

The Plus/4 has 64K Ram and will cost £249.00. It comes with four integrated software packages and Commodore are hoping it will bridge the gap between the game machines and the business computer.

Both machines have the new advanced Basic and a choice of 121 colours. But, unlike the Commodore 64, there are no sprites and the sound facilities do not seem very impressive.

Commodore hope to have the 16K model in the shops by mid September. The Plus/4 should follow a month later.

New Software Firm

It is not the first time that a new computer software company has been founded in the UK. Dixon of K-101 said that the move was intended to let everyone know that software development is an autonomous entity. The new firm has yet to be announced. The company hopes to release several games for the Commodore 64 and the Spectrum at the end of August. Mike Dixon described this as an experiment on what we've done. He added that the company was also looking very closely at the Amstrad and MSX.

Enterprise takes off

The Enterprise — formerly known as the Main — is due to be launched in September at the Personal Computer World Show in London but its prospects as a game machine remain uncertain.

The 16K machine originally planned for release in April will cost £279.99. It has a number of advanced features including stereo sound and excellent colour graphics facilities.

Rich Elliot of Intelligent Software, which has close links with Enterprise Computers, stated that there will be a range of software to hand, and they will all be quality programs. He added that a program already exists to convert Spectrum Basic to Enterprise Basic and that there is the core of a program

to convert MSX Basic.

However, few independent software houses seem to be interested at the moment. Although many are producing programs for the Amstrad and MSX machines, PCW was unable to find any companies able to give a firm commitment to Enterprise software.

Miners strike

Played a little software for the Commodore 64 is *Miner's*, in which the player must avoid monsters for moneybags while pursued by a group of robbers. Further dangers or other runaway carts which can only be avoided by jumping up and hanging on to the steel beams. The game has seven levels, three screens and changes hands at £7.99.



Stuntman helps with bike game

Various stuntman John Kent has been putting his world record landing experience on a bike into assisting Matchbox with their new game *Jump Challenge*. The game involves jumping obstacles using bikes ranging from BMX's at the start to powerful motorcycles — if you are good enough.

According to Matchbox Director David Warkie, Editor of *Matchbox*, the game will be at the official launch of the game at the Personal Computer World Show in August. There will be a monthly competition with prizes of BMX bikes and computer hardware.

The program should be available by mid August at a price of £7.99.



humming world of micro games

NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES

ARCADE GIANTS MOVE

Video Games giant Parker Video are entering the home computer software market with releases for the Commodore 64 Spectrum and Atari 800 series.

Released will cover major arcade conversions including Star Wars, Gyrant, Frogger, Thrax Deep, Mr. Do's Castle and Montezuma's Revenge.

Spectrum and Atari games will be released on cartridge at £19.95 and £28.95 respectively while Commodore 64 titles will change hands for £24.95 on disk and cartridge.

Accessories are also moving over to the home computer market with conversions of their more popular dedicated video games. Machines are listed for include the Commodore 64 and Atari 8000. First release is Hero at £9.95 on cassette.

CENTRE COURT SOFTWARE

Market Software is shortly to release Wimbledon 84 on the Commodore 64 providing a series of which look like a striking Above the baseline is a clone of the Williams arcade game. Sets to be for the 64. Titles will cost £6.95 on cassette and £8.95 on disk.

MARCH LATEST FOR SPECTRUM

March producers of the successful Quest of Merwyn for the Commodore machines have brought out Odyssey of Fyrr a graphic adventure for the 48K Spectrum based on Greek mythology and setting for 1200. They also have led Gaius's Castle for the BBC Electron - a graphic adventure with 200 locations for £7.95 featuring John Wood and Mad Max.

New machines mobbed

The first Amstrad, to hit the shops were swamped up when they went on sale in London's Edgware Road. Supplies of software were also in such a limited as purchasers stood up in queues.

YOU SHOT J.B.

Do you want to shoot J.B.? Well now you have brought over The Dallas Guard an adventure game in which you try to defeat J.R. and win £2 million.

The game has high-resolution graphics bringing you full colour portraits of such heart-throbs as Star Wars and of course the man you love to hate.

Dallas Guard is available for both Atari and Commodore on disk only and sells at £14.95.

WILLY ON 64

Just like Willy Software Productions best selling game is about to be available on the Commodore 64. Release date is uncertain but the price will be £7.95.

NO TRASH, THIS

New Commodore's popular Spectrum game, Transformers is to appear on the 64 marketed by Quakebit at £7.95 on cassette.

Quakebit are also bringing a number of other conversions including Mined Data and Volcano Law for the Commodore at £6.95 and Traffic Police and ID Fun for the 64 priced £7.95.

NEW TAPES FOR OLD

Old owners who upgrade to the Amiga can now exchange their One 1 Amiga Software tape for Amiga versions of the games at a bargain rate.

The tapes cost at £6.95 but can be obtained as exchange for the old ones at only £1.50 each. Paste Matrix, MadMax, Amiga and Amiga Amiga can be replaced by making these to Amiga Software. POKER, POST, Swans, £4.5 each. (Remember to reduce your address and a cheque or postal order.)

Apex of a new series of machines of 1984 are available for the machines. Many software houses including Bannan, David and Trevelyan are either writing original games or converting existing ones.

MOVING INTO GEAR

Global Computer Systems are putting the Rushing Twister to a car race game that looks set to challenge Pole Position for first place on the track. Excellent graphics realistic sound and good gameplay are all there for a price of around £7.95.

SPACE FLIGHT

Interdroid Pilot is a space simulation program that comes with a 98 page instruction booklet. Paper and are being set down to cost for £17.95.

SPECTRUM TENNIS

Pearl has announced the launch of its Match Point tennis game for the 48K Spectrum.



Match Point is a tennis simulation program that comes with a 98 page instruction booklet. Paper and are being set down to cost for £17.95.

Match Point clearly follows the rules of lawn tennis. You can serve, volley, return or simply hang back on the baseline with those levels of play. Match Point can be played with either keyboard (user-definable) or joystick and costs £7.95.

TAKOUSHI

It was around 3 O'Clock on a Friday night (or should I say Saturday evening?) when I set down to have a bite on the latest games (and as for review. The first game I picked up was called J-Jimon in desperation I dropped in my knee hands clasped firmly in front of me. Please God not ANOTHER version of The Man. I gasped. Suddenly a voice boomed around the room. YES TONY ON FORTUNATELY IT IS. YOU KNOW SOME TALKS WATERS.

He left the rooming being not a good game knowing I would finish it. They would write original games do you think they'll learn before it's too late?

IT'S A NICE THOUGHT BUT I CAN'T SEE IT HAPPENING. And the voice left it as that and went off to bed (how poor one can dream).

Having chatted my way through literally dozens of Promotes/Reviews/Reviews/Reviews and (UGH) Companies it really depressed me to see such a waste of programming talent.

One of the major problems in the early days of the micro-games industry was the acute lack of competent machine code programmers. Fortunately(?) today this is no longer a problem, but these now-competent coders are often

engulfed by, or even a real, usually lacking in creativity, and drags.

An interesting point to note is that with so few new arcade games there is actually a shortage of industry standards to clone. The logical progression from this is that software houses will be forced to write original games, although I have a horrible feeling that they will simply start to clone the new ones like the MSX/Amstrad series and spend more time and programming resources.

What is wrong with these people? We cannot go on inventing the wheel. Games need programs or the industry will die.

Obviously you can pay a very high price for OPEN YOUR EYES, both software houses and individual programmers before it's too late.



Hercules in launch

Pop entrepreneur Carol Wolf will be bringing up King, the Human League, and Devo, and Microsoft is the Dark, now hopes to do the same with computer games.

Ms Wolf has set up a new games company, Interdis, with financial support by Microsoft. She plans to release a small number of

programs similar to the old arcade game player.

Three first games, Hercules for the Commodore 64, designed as better than Mario, Wonder and featuring 20 different scenes. Each one is based on stories from Greek mythology. Hercules starts for \$29.95.

Action on the race tracks

Down on the tracks the Formula 1 tracks are hotting up Atari's Pole Position now boasts high speed competition from Sierra's TLE an exciting three screen auto stage motor racing simulator. As in Pole Position the player sits in a cockpit but is not held by a central screen flanked by two others placed at angles. The new angled view obtained gives a better view of the driver.

The race starts on a plain with mountains on the horizon progresses through a tunnel with variable sound effects. Turns a look onto a very track and then changes to a night scene as Poles complete with Radio Times as a backdrop if you're kept up an average of something like 1000 per hour then you might lose the track and go on to the final stage - one of eight different race tracks. Besides top level graphics and sound an superb and the game gives a thrilling sense of racing action.

These competitors are for Thrust and Ford the ultrabrace game, with a variety of events. There's a field carnival works on the same principle - you flip away at buttons to make computers run jump or throw.

The race is hot all the while as you get who compete in a better range of events. They seem to be divided into teams according to the colour of their line. Events include the Top of the Hill the 100m relay the logged race football three and - straight at all - but jumping which is a development from your average drive.

The graphics are excellent but some may find the head and hand-wrapped motion a bit wearing as they struggle to succeed in this strange game.

Nasty party

Horace has received a great new invitation. Palace Software has asked him to game in the Treasure Chest for the launch of their new game *Mr. Dr. Doom* based on the nasty film of the same title.

Palace Software have close links with Virgin. And who scored the first ever Video Nasty on PC? Why none other than Virgin Games. Is this going to be a step off the proverbial block?

Palace Software claim that the film has been considerably cleaned up for its conversion as a game. Let's hope so.

Because otherwise Horace will be using the facilities of the London Dungeon to change them. That's because track and whip areas that people if they have gone for *Witchaven* game.

Takeover denied

It was reported the other day that a consortium of three companies had been buying out Virgin. Tony Cox is at the helm.

It is true the fact that they were being bought out by Virgin. A long game owned. They have paid. However it is true we being bought out by Virgin. However together it's a hard of 1997 - he said to the press.

Q&A to Caesar

There I was sitting quietly in my spacious office sipping a rather hot drink when I walked an extraordinarily large party in.

After my initial surprise I quickly recovered my aplomb and noticed the arrival was carrying around a large rock in Roman style mosaic - some other than the BBC version of Microsoft's Caesar The Cat Well it's a really good game. Which is more than can be said for the others that accompanied it. One of you can stomach this?

Mr V on the state of Caesar The Cat
The arcade game with no app and split
I have mine in my own little table

Catching you makes the real one harder
And it is just on for how many hours?

Horace has this to say any more so called party, of the possible nature and he will not do the M.P.A. Case might not be solved, but it is

Health warning

Warning, a epidemic on the health of our computer games has been reported.

Peter the man, at 12 noon on Wednesday 13th June. The father of the publication in the print of health and due to begin to a 500,000 - almost lost us, focus of gameplay time and he is included in to hospital with his company.

The official word is appa disease but Horace knows better. Let this be a severe warning to you all.

Enter the Emulator

For the first time, software emulating that does QIL requires an emulator will be in the shape of a program. The computer claim that the emulator will be able to run on almost any 486 compatible program - in fact it will be able to run on almost any PC compatible system for the last time that it will effectively be a Spectrum that you're using. It's available to all for around £15.95.

Yes, the Lotus are also working on other QIL software but the public may have to wait some time for that. The game title needs a long time to wait - and that's just the beginning of the machine. For the same reason they are also likely to cost rather more than Spectrum software.

Games players will also be pleased to know that the QIL Lotus are producing a QIL emulator, available which will allow the use of any home style software. It will cost £2.95 and is expected to be in the shops soon.

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SPECTRUM 486 (C) 95
Once upon a time Zeus had one of his master craftsmen fashion a mortal of perfect beauty — the like of whom — he called her Pandora — measuring all gifts. Zeus presented her with a goldenasket, but back her promise never to open it. But Pandora gives outwits and one day she fills the bid. With a rush and a cry, but came all the sin that now mortal man desires and sorrow, false beauty, wealth, lies and many more. Pandora refused to close the lid, but all of its contents had escaped! Save one — Hope. Since that fated day when Pandora mistook the world with terrible woes and suffering, Hope has always remained a comfort to the troubled world — and now! Someone has stolen Hope and let fire, disease and violence have been cast on the world.

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And ultimately, the Electron will enjoy a range of software as comprehensive as that of its illustrious big brother, the much-acclaimed BBC Micro.

You'll find all the programs featured here at your local Acorn stockist. (To find out where that is, simply call 01-200 0200.)

Alternatively, you can send off for the Electron catalogue and order through the post by writing to Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Tel: 0933 79300.

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All prices approximate £120. Microsoft programs are available from major branches of SAGE, John Walker and W.H. Smith and from other leading software retailers.



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Here Caesar chases the leader of mice. Having long coveted a job, you guide Caesar's futuristic perceptors, traps which are described in plain old text. With flying and set when launched on the CEM 64. Adaptation to the Spectrum. Contact for more facts for BBC B owners.

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RANK	GAME TITLE	PUBLISHER	SCORE
1	Beach Head	Activision	95.5
2	Magnum	Atari	91.0
3	Rocky	Atari	90.0
4	System	Atari	89.0
5	Commander	Atari	88.0
6	Jet Set Willy	Atari	87.0
7	Demolition	Atari	86.0
8	Adventure	Atari	85.0
9	Rocky 2	Atari	84.0
10	Rocky 3	Atari	83.0
11	Rocky 4	Atari	82.0
12	Rocky 5	Atari	81.0
13	Rocky 6	Atari	80.0
14	Rocky 7	Atari	79.0
15	Rocky 8	Atari	78.0
16	Rocky 9	Atari	77.0
17	Rocky 10	Atari	76.0
18	Rocky 11	Atari	75.0
19	Rocky 12	Atari	74.0
20	Rocky 13	Atari	73.0
21	Rocky 14	Atari	72.0
22	Rocky 15	Atari	71.0
23	Rocky 16	Atari	70.0
24	Rocky 17	Atari	69.0
25	Rocky 18	Atari	68.0
26	Rocky 19	Atari	67.0
27	Rocky 20	Atari	66.0
28	Rocky 21	Atari	65.0
29	Rocky 22	Atari	64.0
30	Rocky 23	Atari	63.0
31	Rocky 24	Atari	62.0
32	Rocky 25	Atari	61.0
33	Rocky 26	Atari	60.0
34	Rocky 27	Atari	59.0
35	Rocky 28	Atari	58.0
36	Rocky 29	Atari	57.0
37	Rocky 30	Atari	56.0
38	Rocky 31	Atari	55.0
39	Rocky 32	Atari	54.0
40	Rocky 33	Atari	53.0
41	Rocky 34	Atari	52.0
42	Rocky 35	Atari	51.0
43	Rocky 36	Atari	50.0
44	Rocky 37	Atari	49.0
45	Rocky 38	Atari	48.0
46	Rocky 39	Atari	47.0
47	Rocky 40	Atari	46.0
48	Rocky 41	Atari	45.0
49	Rocky 42	Atari	44.0
50	Rocky 43	Atari	43.0
51	Rocky 44	Atari	42.0
52	Rocky 45	Atari	41.0
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57	Rocky 50	Atari	36.0
58	Rocky 51	Atari	35.0
59	Rocky 52	Atari	34.0
60	Rocky 53	Atari	33.0
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76	Rocky 69	Atari	17.0
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79	Rocky 72	Atari	14.0
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81	Rocky 74	Atari	12.0
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84	Rocky 77	Atari	9.0
85	Rocky 78	Atari	8.0
86	Rocky 79	Atari	7.0
87	Rocky 80	Atari	6.0
88	Rocky 81	Atari	5.0
89	Rocky 82	Atari	4.0
90	Rocky 83	Atari	3.0
91	Rocky 84	Atari	2.0
92	Rocky 85	Atari	1.0
93	Rocky 86	Atari	0.5
94	Rocky 87	Atari	0.2
95	Rocky 88	Atari	0.1
96	Rocky 89	Atari	0.0
97	Rocky 90	Atari	0.0
98	Rocky 91	Atari	0.0
99	Rocky 92	Atari	0.0
100	Rocky 93	Atari	0.0

BUZZING FAST

- Rocky
- Magnum
- Beach Head
- Commander
- Jet Set Willy
- Demolition
- Adventure
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- Rocky 4
- Rocky 5
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BEACH-HEAD ROCKETS TO TOP

Compassionate PC gamers, the No. 1 entry, Last Year's Best Award, is the highly acclaimed *Beach Head* and *Rocky* are also highly acclaimed. In the second place, *Magnum*, *Jet Set Willy*, *Demolition*, *Adventure*, *Rocky 2*, *Rocky 3*, *Rocky 4*, *Rocky 5*, *Rocky 6*, *Rocky 7*, *Rocky 8*, *Rocky 9*, *Rocky 10*, *Rocky 11*, *Rocky 12*, *Rocky 13*, *Rocky 14*, *Rocky 15*, *Rocky 16*, *Rocky 17*, *Rocky 18*, *Rocky 19*, *Rocky 20*, *Rocky 21*, *Rocky 22*, *Rocky 23*, *Rocky 24*, *Rocky 25*, *Rocky 26*, *Rocky 27*, *Rocky 28*, *Rocky 29*, *Rocky 30*, *Rocky 31*, *Rocky 32*, *Rocky 33*, *Rocky 34*, *Rocky 35*, *Rocky 36*, *Rocky 37*, *Rocky 38*, *Rocky 39*, *Rocky 40*, *Rocky 41*, *Rocky 42*, *Rocky 43*, *Rocky 44*, *Rocky 45*, *Rocky 46*, *Rocky 47*, *Rocky 48*, *Rocky 49*, *Rocky 50*, *Rocky 51*, *Rocky 52*, *Rocky 53*, *Rocky 54*, *Rocky 55*, *Rocky 56*, *Rocky 57*, *Rocky 58*, *Rocky 59*, *Rocky 60*, *Rocky 61*, *Rocky 62*, *Rocky 63*, *Rocky 64*, *Rocky 65*, *Rocky 66*, *Rocky 67*, *Rocky 68*, *Rocky 69*, *Rocky 70*, *Rocky 71*, *Rocky 72*, *Rocky 73*, *Rocky 74*, *Rocky 75*, *Rocky 76*, *Rocky 77*, *Rocky 78*, *Rocky 79*, *Rocky 80*, *Rocky 81*, *Rocky 82*, *Rocky 83*, *Rocky 84*, *Rocky 85*, *Rocky 86*, *Rocky 87*, *Rocky 88*, *Rocky 89*, *Rocky 90*, *Rocky 91*, *Rocky 92*, *Rocky 93*, *Rocky 94*, *Rocky 95*, *Rocky 96*, *Rocky 97*, *Rocky 98*, *Rocky 99*, *Rocky 100*.

Magnum flows in good value for \$5.95 while the others are priced for \$9.95.

Compassionate gamers, the success of *Beach Head* is a real no-brainer. We know it would reach the top 10, going to be one of the classics of the Commodore 64. *Magnum*, *Jet Set Willy*, *Demolition*, *Adventure*, *Rocky 2*, *Rocky 3*, *Rocky 4*, *Rocky 5*, *Rocky 6*, *Rocky 7*, *Rocky 8*, *Rocky 9*, *Rocky 10*, *Rocky 11*, *Rocky 12*, *Rocky 13*, *Rocky 14*, *Rocky 15*, *Rocky 16*, *Rocky 17*, *Rocky 18*, *Rocky 19*, *Rocky 20*, *Rocky 21*, *Rocky 22*, *Rocky 23*, *Rocky 24*, *Rocky 25*, *Rocky 26*, *Rocky 27*, *Rocky 28*, *Rocky 29*, *Rocky 30*, *Rocky 31*, *Rocky 32*, *Rocky 33*, *Rocky 34*, *Rocky 35*, *Rocky 36*, *Rocky 37*, *Rocky 38*, *Rocky 39*, *Rocky 40*, *Rocky 41*, *Rocky 42*, *Rocky 43*, *Rocky 44*, *Rocky 45*, *Rocky 46*, *Rocky 47*, *Rocky 48*, *Rocky 49*, *Rocky 50*, *Rocky 51*, *Rocky 52*, *Rocky 53*, *Rocky 54*, *Rocky 55*, *Rocky 56*, *Rocky 57*, *Rocky 58*, *Rocky 59*, *Rocky 60*, *Rocky 61*, *Rocky 62*, *Rocky 63*, *Rocky 64*, *Rocky 65*, *Rocky 66*, *Rocky 67*, *Rocky 68*, *Rocky 69*, *Rocky 70*, *Rocky 71*, *Rocky 72*, *Rocky 73*, *Rocky 74*, *Rocky 75*, *Rocky 76*, *Rocky 77*, *Rocky 78*, *Rocky 79*, *Rocky 80*, *Rocky 81*, *Rocky 82*, *Rocky 83*, *Rocky 84*, *Rocky 85*, *Rocky 86*, *Rocky 87*, *Rocky 88*, *Rocky 89*, *Rocky 90*, *Rocky 91*, *Rocky 92*, *Rocky 93*, *Rocky 94*, *Rocky 95*, *Rocky 96*, *Rocky 97*, *Rocky 98*, *Rocky 99*, *Rocky 100*.

Jet Set Willy has been covered in the magazine but it still remains on their number one and will no doubt be around for a while to come.

Magnum, watch for *Magnum* from just coming into the charts at number 58. It's bound to go on to highcharts - next issue will show what there is in it!

Gameplay page wanted

A suggestion to improve your excellent magazine (you did ask for them!) can we have a page where readers give tips on popular games, exposing high-score tricks and strategies for multi-level games. I assure this would prove very popular.

Carl Lynn Holdenfield

That's just what we think for Carl. And there's why next month a PCG will see the start of our new game play section featuring the games, photos and tips from the experts - yourselves. So get writing, now please

scoreing gamemasters and let others share the secret of your success. Meanwhile to enter your article, here's a selection of tips and scores from the PCG mailing. Keep the letters coming, folks!

PCG TIPS • PCG TIPS • PCG TIPS • PCG TIPS •

Jet Set Willy tips

The order in which I play Jet Set Willy is:

1. Go to the Mega Tree
2. Complete and only all about which are up here
3. Go on, shut on the ground
4. Go to the top which are on the Wall
5. Go up the stairs to the Nissen Linn and go right and do all their stairs up to the Top of the House
6. Go to Hencar, Farnerville and jump up. You end up at the Ballroom First.
7. Do Demary Conservatory
8. Go up hard Wall Barrow Doctor (loses them go to the Actor)
9. Go to the Conservatory and go to the West Cellar
10. Go through the Secret Passage Key to the Forgotten Abbey. Then go through, be careful of the staircase to Hades
11. Do all the Underground chests. Go to the Drive and go back to the Manor Bedroom

Simon Watts South Woodham, Chelmsford

How to score high in the forest

I have just scored 124,287 pts in *Polishball Forest* for the Commodore 64. Unfortunately, when the score was entered there was no one with the 44,4 way after 16:00 pm when I started.

I have found that it is possible to gain relatively high scores by following a few simple guidelines:

1. When being attacked by the spiders, run after them and wait until you are close and you die
2. For the boys, wait until they are at their closest before firing
3. For the frogs, just fire either left or right and use a short distance before re-loading
4. With the Dragon, shoot
5. With phoenix, keep shooting the skeletons until the phoenix is clearly overhead
6. For the snakes, after loading shoot upwards as this generally gets it. If you miss, however, do not reload until the snake releases its venom
7. For the Demogorgon, keep firing at different angles and stop

These are all the way in which I play the game, but my secret tip is to ensure that the arrows gain temporary markers, as it tips up on the ladder and at the top of the screen.

I hope these tips may be of some assistance to your readers, but they work for me.

I D. Loner, Stalbridge, Chelmsford

Leading time

I have a Commodore 64 and have just purchased *Alpinist's* new game *Sea of Magma*. I think this game is excellent, but I have one query. On the back of the case it says that the loading time is 14 seconds. But it only takes three or four minutes to test a printing machine. A Turbo test loading game or is it a dud tape?

Michael Hedge London Westminster

Some stuff

Swissman defence

We had some resistance in writing to you in letters from abroad, writers, besides complaining about bad reviews can be tedious - as per your editor will hand letters.

However, we must protest at the number of factual errors in your review (July 84) of our latest release.

Swissman. We dispute that the game is almost identical to *Wild War Hero* since WSOI features increasing numbers of identical features whereas *Swissman* has 30 different levels with over 40 different objects with each level being its own unique pattern. We are also surprised that you had the objects small as they are nearly 17 by 14 in size as big as 128x and 128px.

Although the market given was not unreasonable, we feel that it would be better on both the revenue and the reward of more time were taken over reviews, especially since they make up a large proportion of your excellent magazine. Perhaps a system could be employed where each game is reviewed by a panel of three people, thus helping to trim out bias caused by personal opinion. Mike Stockwell, *Timecycle Software*.

Were any Mike but our copy of the programme to attach our own name, making up the very complicated for our reviewer. All the games are reviewed for the benefit of two or three opinions and so do not have to indicate personal opinion whenever possible.

Software starvation

I bought a Spectrum in June as I wasn't interested in good software at first but after reading your excellent magazine I wanted some good up-to-date programs. So I started looking around.

I found out that the two stores in my city had every kind of Japanese *Phoenix* or *Lunar Jetman* and when I asked for *Manic Miner* they told me they couldn't get it because their supplier didn't supply!

In three other nearby cities they told me the same thing. Never heard of our 1 dollar Game transportation too expensive in programs are only imported when they are over one year old (this makes a better look like some sort of antique dealer).

I finally drove 25km to find *Fighter Pilot* and *Atac Atac* and to get my hands on *Jetpac* I had to go to Germany.

The Commodore 64 doesn't seem to have many problems with its software. *Manic Miner* for the machine is already available for weeks but the version for the Spectrum from *Big Bite* or *Software Projects* hasn't been seen yet. And another fact is that for every Spectrum program there are three or more C128 bit programs on the market in The Netherlands. And the sales men in Germany told me that they had the same problems.

The only way of getting good programs is by driving over 40km to a special computer centre or by mail order with the disadvantage of buying without knowing if you like the game.

The alternative is waiting a year or longer.

Can I say anything to be done about this VLA OS (Very late arriving of software)?

Jan Vancas, Smeerd, The Netherlands

We're very sorry to hear about your plight as a software-starved Spectrum owner. About all coming to life in England, the best thing to do is buy your games mail order after reading our *Marketplace* section. That's all we can do.



Write to Byte-back, Personal Computer Games, Evelyn Hoar, 61 Oxford Street, London W1A 2BS

Wipped off by mail order

I recently paid good money to a seemingly large and well known software company in the course I received three games only one of which loaded. After writing a note and returning the two games and waiting nearly a fortnight I received two so-called replacement games. Now here comes the crutch, I can see these games are the same ones and they still stubbornly refuse to load. What can I do legally if they send back the very same games? This time I shall know as I have very cleverly marked them.

We set out all prices and a crook, and it seems to me it is very hard to get good service from anyone as a mail order buyer. I would be glad of any advice.

[Morris Wickford Essex]

Buying mail order is certainly a treacherous business. The only safe solution is to buy your software regularly from a reputable shop where you can see what you're getting. Because your replacement tapes still don't load I don't know for certain that they're not just send back the same ones that we if be interested in hear what happens with the next ones you get.

Program failures

I am complaining about a program passed to your May issue called *Card Cycles* for the BBC. I took most of my time writing it out to them but that it didn't work. I used the South Variable at 180. I tried to mess around with the program and still it did not work, and I checked that everything was the same as in the magazine. I was disappointed with that because this is my favourite site. It went to my site but please test the program first.

Russell Day Swansea South Wales

We always take great care over testing and printing our magazines and we haven't yet had any problems with *Card Cycles*. Programs are made in typeset and it may be a mistake as perhaps you

Some millions thwarted

I thought I would have a quick go on *Amos* a thought we say No. 20 before I was to find the I earned all on level 2 and my score was up to 100 000. I thought I might have been on for a high score around 300 000. My main cause was and said it was time to quit but that I played with her in let me see how many I could get. By 400 000 it would not say exactly how many lives I had left because they had run out of space on the screen, it was at least 25.

Later my main came into the room and said it was time to quit. Oh Mum, can I go on to 1 million?

OK, she said so. I earned about 700 000 and at least 40 lives. By the time I wrote that I had 1 100 000 and at least 70 lives. I had to go to bed. I could have got no further and ever it had the same or the computer had enough power.

Steve Piss Age 11, Dorkeshire, Hants

There's only one thing to do. Know, get up very, very early The Vic just the power (you say) the time



Point-pushing bug

While reading your excellent magazine I noticed the About a letter (PCG May) about the bug that occurs in the bonus scoring system of *Flashback*. Yes, my copy of Ocean's *Flashback* has a similar score. This means I can't score the bonus even up. But after you complete the screen instead of getting 27 000 you only get 2100 the last digit not being registered. So obviously much higher scores could be obtained.

Perhaps there are quite a few copies with this bug. It's still a good game.

G. Houghton, Southern Hants

Indebted players

Having spent months chasing over the Net Willy I opened July a edition of PCG to find that not only were there several bugs I hadn't even heard about, but that the game had been completed by two people who solved it by de-bugging the program.

That's alright for someone with a basic knowledge of computing, but what about people like myself who only play games and can't CODE or even assemble etc?

In fact there may way to stop that cheating and get the average player a chance to show progress etc? If that's possible had started. Do bug the program and was a code of them people. I wouldn't have spent £1.95.

Software Projects must have made a small fortune from this potentially brilliant game, but they have lost the thousands of players who wanted it, all because of improperly buging.

Andrew Green, Birmingham

We sympathise with your plight, Andrew. It doesn't really seem fair on games players like yourself that we think that after all the time over let let Willy Software Projects could do their best to make sure that it doesn't happen again.

Scoring in *Chuckie Egg*

It is better to take your time and all though bonuses may be less it is easier to get points with a large supply of lives than with only two or three. Do the levels with many lives and the digits when lives are going quickly it is an obvious advantage to get bonus points whilst sacrificing lives than to lose lives we had game. Thank you very much. Terry Gillett, Berkshire

Communist plot?

If any member of the Communist Manifesto would like to put their heads together please send your number and an SALE to P. Brown, 8 Pines Road, Redhill, Surrey, BN2 5NQ.

To: very much

P. Brown

PS. Any other suggestions we can put get free.

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Peter Conner reports on the first games with speaking parts

HERE COME THE TALKIES!

TOLSON TALKS! The posters screamed, and a new era was born in the console. The talkies had arrived. Could the same thing happen with computer games? Will speech revolutionize our whole idea of what a game is? Not just yet, perhaps. But there are now a large number of games on the market with some level of speech built in.

Nearly all of them are on the Spectrum and require the use of a Cerebral Microspeech Unit. This slots into the back of your Spectrum just like a physical interface and produces sound through the TV.

Delish

The best of sound in graphics and the one made of a very fast game to game, although a generally less mechanical number that older readers might associate with Teku.

One of the most elegant programs in EDS is *Terminated*, which is a very good program even in its own state. This is one of those games in which you have to rush around a grid dodging bombs while being pursued by a rampaging host. The excitement is intensified by the very clear speech which starts you off with a task. Here we go. On for your life, and pass the word up your with a frightened 'I'll see you.

Unintelligible

At the opposite end of the Spectrum speech spectrum is *Blizzard*. Casual fans 3D Lava attack. This is a pretty good shoot 'em up but game rather than the addition of actual bits of wordily intelligible. Enough mouthy enough using fighters is very (I think).

Asteroids (*Hypermania* was a vocal candidate to reach this status). This is the game in which that old, but it's New computer in events such as its, it jumps and the status.

The speech is very clear and more direct each time. This like a school sports day you get your starting order. On your marks get set go. That's all but it does improve the game considerably. It's a relief there, no David Coleman still contemporary.

Mouthwash

Adv. more games provide endless scope for the use of speech. In *Crysis* the Grand Duke explains it. For the most part it merely repeats your commands, pointing back at you a look or a stare. Not very helpful. The only interesting point is that if you enter an obscenity, it can undoubtedly will the speech unit will respond with "What



3D Lava Attack



your mouth out? You might be tempted to reply with the same thing.

Conner leaves the Spectrum choice to you, though doesn't need a mouthwash. The reason here is very clear with good results. As you hover about it continues to say "Entermate!" You work it and look to do better. If you get shot in pieces it will exhaust you. Pull yourself together.

Stutter

For PC's *Blind Alley* one of those that breaks down where you're down on the 3D, such the sound is limited to telling you what kind of alien is approaching. Since you can see them anyway it's not a lot of help. Unassisted by the program suffers from a slight stutter as it struggles to get out. Although it sounds pleasant in its own way, it's not ideal.

But if you don't own a Spectrum then you'll find *Dragon* - you are not one down on the 3D either. Speech is excellent in the Commodore but with a few Commodore for that matter as well. Commodore's own *Mega* game has *Dragon* is offering the same games about it, appearing very soon, perhaps on the next Commodore version.

For the time being, unless at all is required an interface. *Dragon* offers the only one in this area. *Blind Alley* offers a good one but all the way from the USA in being you speak of a high quality. It's heavy and a bit grumpy but you'd still understand it even if the words weren't printed neatly horizontally on screen.

Less impressive is the speech incorporated in *Terminated*. Chances are the *Grand Duke* (*Hypermania*) is very good. Or possibly *Hypermania* will be - get my hand to tell. With the help of a hearing aid you might decipher it all as "to see it is that" when you mentioned it in a different way.

Who's next?

While it's not currently available in the market speech is rather crude the way as that it's not too much will not work, and many games will be lost and better responses. The possibilities are vast. *Blind Alley* with the character, a phrase to your command to give speaking in each other. Not much, but perhaps - but keep your eyes on the prize.

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Another bumper bundle of reviews, ratings and screen shots – and an epic quest makes a Spectrum Game of the Month

MIDSUMMER MEGA-HITS!

Two fabulous new Spectrum games joined last month's Game-of-the-Month games in our exciting August issue. The Lords of Midnight, from Beyond, was a narrow defeat over Ultimate's Sabre MUIP – the follow-up to Amc Altos. Beyond left their game on 'spec', and it is certainly big enough – the program has a staggering 4,000 locations and 32,000 possible views. The graphics are superb and the game's quest will keep you engrossed through the hottest of hotwebers.

Sabre MUIP's startling graphics decorate a maze of 170 locations – rapped out for you in glorious technicolour in the new and Spectrum owners have the bonus of another PCG hit, Stop the Express. This one has you zooming about on top of a high-speed train as you try and fend off the a menace of a RGB agent.

Commodore 64 owners can have a mega-sapping time on Escourner – a 3D blockbuster with size graphics, or try a week or two on Party Pipes, the new game from Tony Crowther – programmer of July's Game of the Month.

BBC owners have an exciting time this summer trying to cope with Fred!, Andrew's follow-up to Zaxxon. Fred! features terrific graphics, a witty scenario and infernally tricky maze-like gameplay. One way or another it's going to be a long hot summer.

Reviewers presently mopping their brows are John Allen, Chris Anderson, Peter Connor, Steve Cooke, Samantha Harris, Lawrence Marshall, Mark Simons, Tony Tabor and Ray Wright. Most of the ratings are a combination of different reviewers' opinions and they're all out of a maximum of 10.

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SCREEN SHOTS

BRADON

Has it's got
Branon
Branon's game is
Branon
Branon
Branon

STRAT



STOP THE EXPRESS



**BBC • BBC • BBC • BBC • BBC**

It takes a lot of doing — rather more doing than most people in the office could manage.

Higher levels promise extended boards such as rocks coming down letters (makes writing in the job an assortment of bags and fancy spins).

Circle Around's graphics are excellent. The castle walls are a brilliant red, the bats move slowly and the grids are greenish. Best feature though is the duck which flies across the top of the

on the key.

Wife duty plays its own rather loud and wringing music, but you can choose almost if you prefer. You start each new screen with the opportunity of acquiring bonus points for completing it in double-quick time, and the challenge of dodging yet more bills as you run from side to side along each floor.

Wife duty does look a bit too simple minded at first glance, but it's colourful

and competitive and had me playing for longer than I'd ever expected. Worth a try if you're tired of taking all these tinnyest ideas. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7



small but powerful cartoon in party mood.

The best feature of this program though is the sound. The game begins with a startling bagpipe-yolk tune and each time you lose a life there is a morbid little organ piece.

Rock shunting might not be a parent to everybody's taste, but in this program it proves to be enjoyable and not too taxing on the muscles.

This is a very good version of an arcade original with some interesting original touches of its own. **PC**

GRAPHICS	8
SOUND	8
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

**HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • HIT • PCG**



GAME: DART
MACHINE: BBC
CONTROL: KEYS
FROM: ARN SOFTWARE £3.75

This software appears exactly what the BBC uses a small set of bars and circles. Darts will look same as the atmosphere of the real-life pub game, but otherwise it is pretty far from real.

GAME: CHECKER
MACHINE: BBC
CONTROL: KEYS
FROM: KEMAN £3.50

No prizes for guessing what Checker is all about.

No, it is not another checkered game from Virgin. It is a version of Progress for the BBC, and not about one of that.

GAME: HEINY
MACHINE: BBC
CONTROL: KEYS
FROM: MICROPOWER £7.75

Heiny is clearly related to Qix, an old arcade favourite that is also no longer with us - at least not in the arcade I've visited recently.

A large rectangle flashes on to the

GAME: WED BUNNY
MACHINE: BBC
CONTROL: KEYS
FROM: ALGATA £7.95

Ensured to a web full of orange ones, less you naturally enough want to crack into the whole lot. So you rush around trying to plant bombs at the corners before escaping. To protect you while you're doing this you can blast the

GAME: SPINITE
MACHINE: BBC
CONTROL: KEYS
FROM: ALGATA £7.95

Eight pages of clearly printed artistic score accompany this light navigation program in which the joystick is that you control not a super-energetic dual laser warp-drive hyper-space ship but a World War II Spitfire. Score

Graphics are functional in the game. It shows a dart board moves darts around and records scores. Sound is minimal.

Checkers offers the usual 501-down game (the starting number can be varied) with the usual like-ticks and checkers go to the victors. In 501 you don't have to start on a double - a pity because this would have made it more challenging. You must finish on a double though.

Checker is an unusually laudible adaptation of the arcade original. As you hop your amphibious across road and river you will encounter bandits, flies and airplanes, and a mixture of other for famous dodging tactics.

The game plays in glorious technicolor in the face of Compromise. Layers which will probably drive you mad after a few minutes playing. Luckily you can turn it off.

screen. Your craft is located on the perimeter and within the rectangle a dangerous Lopton snakes to and fro, reabsorbing all the walls and trying to escape.

As you move your craft into the rectangle it draws a grey trail behind it. Your aim is to leave off a part of the rectangle which will then be filled in with a different colour. The Lopton is then confined to the remaining area of

screen. Your craft is located on the perimeter and within the rectangle a dangerous Lopton snakes to and fro, reabsorbing all the walls and trying to escape.

What you get is two tapes, each with identical content on either side. The first contains the programs to load and run (Atari 1) and also includes a number of programs for demonstration purposes. The second has a number of pre-recorded shapes, graphics and language characteristics (including a space station, alien games and Greek, Japanese and Cyrillic alphabets).

system. Two computers and 16-Mbyte with your laser. Being black/white. Then you keep your finger on reverse and the away. One for the hundred and one-tapper. PC

GRAPHICS	4
SOUND	4
GAMEPLAY	4
LASTING INTEREST	3
OVERALL	4

display is, like with other instruments and offers very little advice you're on the ground or in the air. Sound is dull. I think it is more for the interested. PC

GRAPHICS	4
SOUND	3
GAMEPLAY	4
LASTING INTEREST	4
OVERALL	4

and the doublets and turtles are the only really tricky operations.

Three darts are used on each turn, and proceed around the screen controlled by keys or joystick. Left to themselves they track across the board at a rather steady wobble, but are pretty easy to control. I found I was scoring 200-250 only, and the doubles and trebles come with practice.

Scored the clock is well explanatory.

The turtles in this version dash rather more rapidly than in most and you have to choose your turtle carefully if you don't want to get a ducking and lose one of your three lives.

You move up through the different levels by hopping five frogs up the screen on each level. Higher levels bring different tactics patterns on the road and new hazards, including a snake which paralyse the river bank.

the screen. You can destroy it either by trapping it in the area which is filled in, or by flying in 90% of the rectangle. A sliding scale at the bottom of the screen indicates how much of the rectangle you've retained.

If the Lopton lets either your craft or the game end you will lose a life.

You have a choice of two speeds when reabsorbing your ship. High speed enables you to finish off larger areas of

Once you have loaded up the tapes you are faced with a design grid of 16 cells with 1,024 pixels in all, on which you develop designs. Adapting this to a mode 4 display which repeats the design in true 4:1. In addition to this a standard menu is supplied.

The area at the foot of the screen displays any shapes you have stored in four rows of double ASCII columns, with an ASCII ruler at the foot for easy reading of numbers.



BBC • BBC • BBC • BBC • BBC

GAME: ROCKWATER
MACHINE: BBC
CONTROLS: KEYS
FROM: MICRO POWER £2.95

This is a coin version of the Q*bert theme set on an arrangement of blocks which is supposed to be the Giant's Causeway in Ireland. Having the Bunny as jumping ground to find the Floor of Life. Trying to stop him and Rognard the

fox, avoiding bats and a giant meteorite land. The usual diagonal movement and the usual task of colouring the squares. Nice graphics - even if it's a little long - but dull overall. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



GAME: DIGGER
MACHINE: BBC
CONTROLS: KEYS
FROM: VISIONS £2.95

Turned around killing the red angry aliens - Pookies - and the green dragons - Pookies - by either blasting them (uses fuel) with some sort of gun or by digging away the earth so that the rocks drop on them. You follow it a Dig-Dig

line again. And a pretty dull version it is too, with mostly average graphics and very ordinary sound. Having a gun to be more fun than this. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3



You start by hitting a 1 and then proceed to score in numerical order up to 20 using a gun whenever you hit the wrong target. There are however more difficult versions which use doubles or triples only.

Crested is a game which has one player scoring over 31 turns while the other tries to hit bulls for wickets.

There is first fan refutation after some other basic hand Royal crusing game

for beginners and like a game which crickets is what it sets out to be but it probably will not hold most users interest too long. **MQ**

GRAPHICS	5
SOUND	2
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4



The graphics aren't bad at all and the action is fairly snappy. There's a time limit for each trip so you make a long about unless you want to lose a life.

Frogger was never one of my favourite games but I have to admit that Crested had me cutting away at the keyboard. At the higher levels it's horribly tricky.

The control keys are the tried and trusted 2, 3, / and by left, right up and down and there's an eight position

high score table. You'll have to top 8,000 points to put yourself at that place and I guarantee you won't find it at all easy. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	5



the rectangle but low speed killing scores tend to annoy players. There's also a time bonus on each screen.

At the higher levels you will find yourself leaving off up to five Letters. You will also have to cope with Characters who migrate along the boundary lines.

Despite the simple graphics, Pookies is a challenging game that demands quick reactions and careful timing. It falls into that small but successful category of

games that may look a little dull but have just to be enjoyable and addictive.

One for all fans of Demos, Demos for Pookies, Pookies or Q*bert. **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	6



Using cursor keys for positioning you can set (fill in) and delete pixels to give the desired shape. Their counterparts fill and erase do this on a larger scale for whole cells.

The copy, invert, rotate and mirror commands give plenty of scope to play with different versions of a shape until you have the result you want. Shapes can be stored to and retrieved from cassette or outputted to a printer.

The accompanying booklet contains

clear instructions and a good step by step demonstration session and will copy verbatim study. Artists I suspect improve with practice. Owners of Area 20 boards may get something different out of this board too. **MR**

GRAPHICS	8
SOUND	4
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8



GON • DRAGON • DRAGON • DRAGON



GAME: HIT BLUE FORCE
MACHINE: DRAGON
CONTROL: JOYSTICK
PRICE: DRAGON DATA EP 95

Defender for the Dragon. Colorful but rather boring display as you swoop over the terrain blasting aliens and missing humans from their launch vehicles. If you're surrounded by aliens

and fire, expect death unless you can blow yourself up and take the baddest with you. Nothing special, but Defender fans will enjoy it. **90**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3



GAME: FROGGER
MACHINE: DRAGON
CONTROL: JOYSTICK 8075
PRICE: MICROSOFT \$2.00

The official version of Frogger. Inevitable for release on the Dragon, by the original creator. Says "Frogger" (as in the ORIGINAL Frogger) all right - you can tell because it's old hat with no new

touches and real games, clearly. The good graphics, Frogger fans will tremble with excitement, but the rest of us will let it fade to sleep. **80**

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3



GAME: ARCADE RANDOM BATTLE
MACHINE: DRAGON
CONTROL: KEYS
PRICE: DRAGON DATA EP 95

Two games for the price of one? What to expect, this must be a trap.

Hidden - on one side is a rather nice spring version of Pac-Man. Just in case you are totally clueless, I should point

out that in this one, in a game you knock a ball about the screen, avoiding bombs out of a wall. Here the wall steadily moves down the screen towards you so you must beat it just like the points.

"Sounds good?" Looks terrible. In spite a yellow ball on a green back ground -ugh! Ball disappears five only levels and the fastest a fairly easy. Only trouble is trying to see the ball.

On the other side of the tape is a



GAME: CRAMER
MACHINE: DRAGON
CONTROL: JOYSTICK
PRICE: MICROSOFT \$2.00

Crasher is a game for one or two players that demands fast reactions and one valuable tactical skill.

At first sight the display is pretty unimpressive and the game even more

so. You move round a simple maze collecting four crosses which you must transport to the center of the screen. Once you've collected all the crosses you move on to the next maze.

You are pursued by Max. Max has ten power pills which you can swallow, giving you a brief period of superiority over the opposition, starting which time you can kill them.



GAME: EIGHT
MACHINE: DRAGON
CONTROL: JOYSTICK
PRICE: DRAGON DATA EP 90

There are 130 easy Eight simulators around for the Dragon, so you might be tempted to try this one. Don't be.

The program notes claim that the program was written by a pilot for a

major United States air carrier and the high standards of professional reality show. It could have been written by Tim Gagarin for all I care. The price is a disaster. I have much to offer.

There are five levels of play from random to surface transport point with combinations of cross-walls, normal landing, and blind landing.

The display is divided into three windows, showing you a ball's eye view of



GAME: KATAPULT 2
MACHINE: DRAGON
CONTROL: JOYSTICK
PRICE: TOWERS SOFTWARE EP 90

Comrade for the Dragon. One or two players can blast away happily at mushrooms, intergalactic scorpions, beetles and lambskin. The pace isn't really scorching but once you're switched up about 30,000 points (Gaga,

time to hot up a bit. Not compatible with self-centering joysticks and no keyboard option, so check you've got the right gear before buying. **90**

GRAPHICS	4
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



DRAGON • DRAGON • DRAGON

GAME: MOON HOPPER
DRAGON: DRAGON
CONTROL: JOYSTICK
FROM: DRAGON DATA (7' 85)

Drive your mean buggy over to some lunar landscape, blasting the alien as they come above. Jump over craters and boulders and dodge the bombs as they fall. Five levels of play, the most difficult

of which will keep your fingers twitching, but when done, you'll beaming with excitement.

GRAPHICS	—	5
SOUND	—	3
ORIGINALITY	—	2
LASTING INTEREST	—	3
OVERALL	—	4


GAME: EL BANDITO
DRAGON: DRAGON
CONTROL: JOYSTICK
FROM: DRAGON DATA (7' 85)

This game is quite good fun for two players, but the solo option is immensely dull. You take the part of an out-of-control racist round a maze, following fruit and taking back to a relay on the

walls of the screen. Shooting spiders must be avoided, but unless you get a level to complete again, there isn't really much to it.

GRAPHICS	—	4
SOUND	—	3
ORIGINALITY	—	5
LASTING INTEREST	—	3
OVERALL	—	4



and take graphics, otherwise. This makes a little awkward, but who wouldn't love to see to roam, gathering experience points and little graphics prizes — I mean treasure, in the Dungeons and Dragons style. Easy to solve, be engaging to motivation, basic with a nice poppy draw to eye.

You can be a merchant, a magician or a warrior in your travels and may use a variety of weapons and spells against

your enemies. The control options consist of tried and true: flared up to the screen, the hand man takes a step at your behest. This game is pretty much on graphics and pretty low on excitement.

The idea of the game is to collect five magic rings and return to your starting point. As a special reward you will be made ruler of the Middle Kingdom.

One of the drawbacks with tapes

offering more than one game is that the program is used to be at a higher level than a cheap quality Middle Kingdom. There's more, also, as compared.

GRAPHICS	—	5
SOUND	—	0
ORIGINALITY	—	2
LASTING INTEREST	—	4
OVERALL	—	3

What makes this game so nice is that there are TWO modes on the screen at once. You can invade from one maze to the other by pressing the fire button and each maze has a slightly different layout.

This means that you can travel down an alleyway in one maze and you reach a wall, then swap over to the other maze (which has no wall) in that position, continue on your way, then swap back to the first maze.

Search complete? It is, especially, when the monsters are after you. To make matters more difficult, they will also find your carter, pulled out of you from the center of the maze and reposition them around the maze, making it very trying indeed. You have to take off the cross in both mazes to move on to the next level.

The graphics aren't anything to write home about, but there's some good

sound. Be Dragon standards and the complexity of the game means that you'll need a lot of practice to get your name on the high score table.

GRAPHICS	—	3
SOUND	—	0
ORIGINALITY	—	5
LASTING INTEREST	—	4
OVERALL	—	3

your place as it comes to no land, a side on view and a pair of three-dimensional. There's an alien, an artificial horizon, and an atmosphere that shows you a whole way to go in order to loop to the flight path.

The point of the game is to bring your secret safely down, in to the finish. There is no risk, all games and the only flying skills required are to keep your plane on course for the runway.

If you're also about flight simulators are based on the track you see, because the program running on other machines like Flight's going to come to a big disappointment to you. If you've never used a flight simulator before and try this one, however, you'll soon see why you're hooked.

There is not one touch, though if you manage to get your plane down to one piece, your Dragon suddenly starts

to show and says "Perfect Landing." Despite the current popularity of flight simulators, it's hard to see this game as a program that's great.

GRAPHICS	—	3
SOUND	—	3
ORIGINALITY	—	5
LASTING INTEREST	—	4
OVERALL	—	3

GAME: GALAX ATTACK
DRAGON: DRAGON 22
CONTROL: JOYSTICK
FROM: DRAGON DATA (7' 85)

This is the standard Galaxians game with its hundreds of alien swarming down to take your fighter. The only thing to be said for it is that if you liked the arcade version, this is essentially

identical. The graphics are relatively smooth, while the action is the same. I don't like the dot like bombs, but there's why quibbles?

GRAPHICS	—	4
SOUND	—	3
ORIGINALITY	—	3
LASTING INTEREST	—	4
OVERALL	—	3





DRAGON • DRAGON • DRAG

GAME: CRICKET & BOWLER**MACHINE: DRAGON 32****CONTROL: JOYSTICK****FROM: PEARSOFT £2.95**

Cricket is one of those rare fields—a decent simulation game that compares up the feel of the real thing. It even has some of the intricacy of a five-day test match. The slow ball by ball build up to a potentially explosive but low-overs-a-part rush hour.

At least, it would be if I had managed to master the rudiments of computer bowling and batting. The software designer has come up with the problem of representing the skills of batting and bowling in a rigorous, even brilliant, but it is a skill that takes time to master.

In daily staked outline the bowler and batsman face each other at the top of a split screen. The bowler, left, shows the relative position of bowler



and batsman to the wicket as well as plotting the flight of the ball.

The animated graphics are very good given the limits of the Dragon. The bowler runs up and in an action or moment of Laker if he has just delivered the ball it is the same delivery action even when a spin bowler runs but there is a small quibble. (The game during action between fast bowling and spin.)

GRAPHICS	5
SOUND	4
ORGANICITY	5
ACTING INTEREST	5
OVERALL	5

bowler, and bowler are controlled by joysticks (or as a one player game one side is handled by the computer). You can choose from three levels of play and decide your own team (or accept the computer's choice).

The result of each ball is seen from a bird's eye view of the ground. A ball scorecard is displayed after each ball. My best efforts saw England all out for 15 after about 20 minutes at the console.

There are also logic depths to the game such as assigning the 50 strength points between batsmen and bowlers which I didn't even begin to plumb. A most like cricket game. **TH**

GAME: BUBBLES**MACHINE: DRAGON 32****CONTROL: JOYSTICK****FROM: DRAGON DATA £2.95**

Bubbles is a novel variation on the maze game theme. In this one the maze is invisible and instead of playing against the computer you can play against a friend. The two players view you led by a blue and a yellow trail, start at the top left and follow right corners of an empty square.

You cross the rest of the maze before the game begins. Blue walls only be come visible when you bump into them. Naturally some of the walls are booby trapped. Touch one and you lose the game immediately. Since it is impossible in the early stages of the game to figure out which walls are booby trapped there is no point worrying about where



they are, just look out for the those walls at each decision.

The game has a number of relief items. If you choose to play against a friend rather than the computer then you both get the chance of laying three booby traps of your own. The machine plays a little more as you lay the trap, so unless your opponent is fond of hearing he can try to memorize pit positions of

GRAPHICS	5
SOUND	4
ORGANICITY	4
ACTING INTEREST	4
OVERALL	5

for yourself the booby traps.

You can also spoil your opponent's attempts to fool his/her way through the maze by maneuvering your token over the other and pressing the fire button. This transports your opponent to a random location elsewhere in the maze. The one scoring factor in this game was a tendency for the maze itself to build up in pace and keep racing on even when the game was over. It seemed an unnecessary idea a trap to me that perhaps there is a subtle strategic reason why the programmer wants to force you to turn the sound off after his victory play. And you like this sort of thing. **TH**

GAME: FLIGHT**MACHINE: DRAGON 32****CONTROL: KEYS****FROM: DRAGON DATA £2.95**

The Manual describes this program as 'an imaginative high resolution' after which 'perfectly matches a real first machine. I was prepared to greet it the high res graphics. I even expected it to mirror a real first machine. But an experience I did not expect. What is there to be imaginative about in the real thing you may post money and you take your chance. With the computer version you don't even get the odd ten percent profit as a reward.

I was wrong. It is addictive even without the cash rewards. The odds and game features in this program are where the imagination and most of the



attractive can be from the air is supplied by the expert details of the spacing symbols on the first machine. The wheels start off up going at the same speed then, as the first rung steps the second two rung clock round a little faster and the third finally flies around.

Being a Dragon program, the Dragon logo features as one of the more striking

GRAPHICS	5
SOUND	4
ORGANICITY	4
ACTING INTEREST	5
OVERALL	5

features, but for the points there are the usual busy objects appearing around.

The odds feature is extremely long. There is no time limit and you can make any rung up or down at your choice. I noticed that the program just cut a little more readily each time my secondary 20 credits were returned down to five or ten. But that could have been coincidence.

First machine addicts who need a fix after post hours will think it is novel. And people who always seem they'd never waste their money on a one armed bandit can now have their cake and eat it. **TH**

20 • VIC 20 • VIC 20 • VIC 20 • VIC

GAME: TANK COMMANDER

MACHINE: VIC 20 - 8K

CONTROL: JOYSTICK KEYS

FROM: CREATIVE SPARKS CS 95

When the pressure has been lifted and all the ink has dried, you should read the copyright law and find out who owns the rights to the game. It's not the publisher, but the creator. Creative Sparks is the publisher, but the creator is the person who designed the game. You can find out who the creator is by looking at the back of the box and the name of the publisher. You can also find out who the creator is by looking at the name of the publisher.

of the tank commander. It's a very simple game, but it's a very good one. It's a very good one, and it's a very good one.

The tank commander is a very simple game, but it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

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The tank commander is a very simple game, but it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

GAME: MUTANT HORN

MACHINE: VIC 20-EXPANDED

CONTROL: JOYSTICK KEYS

FROM: CREATIVE SPARKS CS 95

A quick read of the Mutant Horn's instruction manual updates you on the latest advances in horn blowing. The horn is a very simple instrument, but it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

Actually this is just as well as the job of protecting the power supply, as getting a nice hot cup of tea now you'll certainly add a dash of spice.

Looking down from your observation post you can see that the horn is a very simple instrument, but it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

generator in the centre of the screen. Level jobs you find three Shredded Metal for breakfast as it's going to be some struggle.

By moving the horizontal and vertical level jobs of your beam with all the speed and cunning you can waste the monsters can be swept into oblivion. Some will go through and eat it is the generator and of course you lose a bit if they reach even all the walls that

GAME: SUBMARINE COMMANDER

MACHINE: VIC 20 - 16K

CONTROL: KEYS JOYSTICK

FROM: CREATIVE SPARKS CS 95

A close between a simulation and an out and out shoot out, providing entertainment on direct relationship to the skill you are able to bring to the game. No way can you simply load up

and start blasting away, it's more than that.

I had to read the submarine manual several times, and plot through a few hand-drawn maps before getting my act together. To the best of my knowledge all the essential information is displayed. Finding a central location that they believe in, or vice versa, and put some modest amount of skill.

But you must be, it's a strategy on the

map set your course via the compass and increase speed. The water is, as far as you can tell, a very simple one. The water is, as far as you can tell, a very simple one. The water is, as far as you can tell, a very simple one.

But you must be, it's a strategy on the

GAME: THE PIT

MACHINE: VIC 20 - 8K

CONTROL: JOYSTICK KEYS

FROM: ENTERTAINMENT CS 90

One of the best of the game is a very simple one. The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

death but in the game of Karma for the Pit from Entertainment CS 90 is very simple and easy.

The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

If you must be, it's a strategy on the

map set your course via the compass and increase speed. The water is, as far as you can tell, a very simple one. The water is, as far as you can tell, a very simple one. The water is, as far as you can tell, a very simple one.

GAME: MINE MADNESS

MACHINE: VIC 20-EXPANDED

CONTROL: JOYSTICK KEYS

FROM: CREATIVE SPARKS CS 95

There's nothing more than a very simple one. The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

ally simple task of setting. The idea is to find a treasure chest full of gold and a diamond on a mine. The mine is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

less hanging around the mine, but you will be in a very simple one. The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one.

The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.



GAME: RINCHY

MACHINE: VIC - 16K

CONTROL: KEYBOARD

FROM: ENTERTAINMENT CS 90

The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

How well is the game? It's a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

The game is a very simple one, and it's a very good one. It's a very good one, and it's a very good one. It's a very good one, and it's a very good one.

GRAPHICS	5
SOUND	4
ORIGINALITY	3
BACKGROUND	3
CONTROL	3



VIC 20 • VIC 20 • VIC 20 • VIC 20

open to attack both from the waiting tanks and the difficult-to-run maneuver screen!

If you manage to destroy the two tanks you will be given another more difficult mission to complete (but which those enemy tanks never see on screen here).

Screen scrolling is wonderful; graphics are excellent as is the unique smoothness of the controls. However, I felt

the sound could have been improved.

Apart from that little single Tank Commander note in one of the level point instructions for the first

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



there is one use up your screen, using the auto scroll key, moving one of your people. Double or Glory Boys down a tunnel and then get ready for screen two.

As the mission goes on right at the bottom, guarding her eggs. Mike danger may then down the ladder, avoiding falling rocks, and plant a bomb right near the magazine. Scramble back to the open end KAPOW! — and be now gone.

There want to go and now some levels are missing from the screen. Well, you wanted a challenge? A good game with reasonable graphics and an exciting build-up of sound.

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	5



levels. They will want to hug a low man (again) and may have to CRASH! Di-Vi, run silent — run deep. Go to pit trap now (at first, check the bushes, the fuel and air supply plus any damage sustained). While on predatory missions near the coast or any of the Mediterranean Islands watch out for the rocks beneath your feet! Quite a lot to memorize and therefore plenty of scope to improve your playing ability, murder

at last in fact. I was really impressed by the good use of graphics, music to relieve varied sound effects.

GRAPHICS	7
SOUND	7
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	7



must be wary of the tank that is blasting its way through a wall to try and force your space ship to leave without you (it slowly degrades base level).

Scored a good victory the actual game with a short rendition of The Entertainer at the start and a few bars of Congratulation if you beat the high score. Unfortunately game sound is disappointing and consists of little more than a few bursts of white noise.

My only slight quibble is with the poor joystick control, and although the keys are easier they are poorly chosen.

However, The Pit looks set to be another winner for Interscope.

GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	7



body-break surface.

Well I did say it was boring. To enter merit to work the maze-like bags of gold are virtually invisible and the sound track is confusing.

A touch of excitement, caused by the arrival of level two, soon dissipated when I discovered that the much wanted treasure, as promised by the black screen, was not there. Purple blobs, taking me, I didn't even bother

to look at it, and at the reaching level four to three at the spectacle of being made no further. I'll just say my best being squashed by a lit.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3



GAME: FLIGHT PATH 230
MACHINE: VIC 20 + 1MB
CONTROLS: JOYSTICK, KEYS
FROM: AMIGOS CASSETT 90
DISK 09 90

Scored your graphically unpleasant incantations, nobody of straight lines. Keys are poorly chosen and widely spaced (and you try accelerating with F) while reflecting your underachievement.

with A, and moving your flag with F, all at the same time).

Unfortunately Amiga have failed to live up to their own high standards. This program is the software equivalent of Airport '74. You don't feel

GRAPHICS	1
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3



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GAME: SHOOT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICROPOWER £7.95

Galaxies with smooth graphics and accessible sound. There's a twist to the plot too - if the tumbling alien craft hit the bottom of the screen they lay an egg that will destroy your laser base if they lay.

Usually the eggs don't hang about for long, but they add to the fun in this very enjoyable version of an old and familiar favourite. **BC**

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3



GAME: HORACE GOES SKIING
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ADOULBINE HOUSE £5.95

Horace Goes Skiing is the long-awaited Commodore 64 version of the classic Spectrum game. Horace wants to go skiing, but before he can reach the ski slopes he must

cross a busy main road. The road is full of fast-moving traffic, which has to be avoided. If Horace is knocked down he has to pay \$100 to ambulance fees. At the start of the game, he has only \$40 to spend.

When Horace reaches the other side of the road he obtains a small ski, but loses a pair of skis. Skis are \$10 to buy so he must be careful not to lose them.

After obtaining a pair of skis, you can



GAME: GOLF
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: EXTENDED £13.95

Golf simulations have always been an interesting, but not quite resembling to the real thing and unfortunately this version is no exception.

With the computer in your backside and

score, you and a partner can tee off from any of the 18 holes provided. These are all accurate reproductions of the Old Course at St. Andrews - a novel touch which adds an extra dimension to the game.

At each hole, the computer presents you with a bird's eye view of the fairway, rough, bunkers and green. Then you have to select which of the 14 woods and irons to use. If hit it 100% power



GAME: WHERE SAN BONIS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR £7.95 CASH
 or 30 p.p.s.

As you'd expect from Interceptor, this is a very complex and attractive program, but somehow just didn't grab me. The display shows a voraciously swirl-

ing underground maze, a popular format for games these days. Intercept for a variety of reasons, but you find by a variety of unrelated species, including snakes, spiders and bats.

You control a ghostly figure whose objective is to descend through the various levels collecting piles of bones, avoiding the snakes and other deadly traps.

You have three lives and for each life



GAME: IN MATHIO
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: EURO BYTE £5.95

This is an extremely interesting game which will have you going back to the keyboard again and again to try and give those pesky demons the run around.

Your aim is a good little game

player is to reach Paradise. But, as the devil says, The journey to Heaven is fraught with peril. Toxicus.

The hero begins on level 1 at the bottom left of the screen. He has to get along a narrow gateway with the big, big, big, big of Hell on one side and a bottomless pit on the other.

His objective is the winding gateway which will take him up to the hell's mouth at the top of the screen. Here he'll



GAME: WALLIE GOES TO BRYNEMAR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR £7.95

The search for new game themes has led Interceptor to the world of nursery rhymes. Playing of scope there for origin, it's unfortunate you might think

it would have the King's horse and man trying to get Humpty Dumpty

together as I like, Miss Muffet being chased by spiders. The possibilities are endless.

So you may be disappointed to discover that this game isn't particularly original at all. It's simple, but Miss Muffet's eye was pinched on up sequence which you have to complete before starting each level.

This sequence has Wallie prancing along a scrolling screen and being



MODE 64 • COMMODORE 64

GAME-BOARD COLLECTION MACHINE: COMMODORE 64 CONTROL: CITY JOYSTICK PROGRAM: 10 PROGRAMS

Colossal is the more advanced of the two games provided, being a rather subtle runner of Galaxian. The alien is a large and slow-moving pest very easy to hit.

Scoring gives the player a nice reward for

his slow but steady attack. The Hercules III can fly over the slope, but must avoid the mines and obstacles through the red and blue flags.

Passing through the flags gains points but missing them loses points. Missing the mine means that twice as fast. Hercules also will fly over flags to cross the road to the flag hat.

If Hercules completes the obstacle course he can gain an extra 100 points.

The ball travels distances of up to 280 yards. The direction of the ball's flight is controlled by an angle of the player's chair. After all the instructions have been entered a small dot (your ball) moves across the terrain and slope.

When the green is reached the new change is a direct up clearing the ball flag and hole. Here, the power is automatically activated for you. I don't say you, you'd want a device to be made,

you are gone and should probably have had a lift over time you run out of shells, bump into the canyon walls or into the trap which makes you go backward in your direction.

Switch on, check out your time, run, bump into a spin. You get extra shield points and a bonus score each time you pass up a flag hole.

The program is this game an ultra VGA screen, and maintaining a score.

It's a real fast ball following reference to the next level.

Though, it shows, demons never get involved here, doubt, with males, who are only, he needs to go, to, from a bridge, who is representing here.

Should he, quick, this, up as they were, the demon is, ready, the battle arena, who is, must avoid the big bad boss, and who has a red, track, of disappearing through the floor and

attacked by jumping off. Embarrassed and surprised. At the same time he has to jump over what an, supposed to be, burning pits, although they look like, upon holes in the ground. You'll find it, extremely interesting, at first, because, it's hard to see, the long and after each death you must run again, a hole, for your old balls to go up.

However, the program, handle, Colossal, will allow you to run over

the ground, just like you can, from, the ground, to, from, your, machine, like this.

It's a real fast ball following reference to the next level.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

by passing under the flaming barrier. When the course is completed he must again cross the road to reach the sky slope.

Hercules Game plays better, some well-rendered graphics, including an optional, food, Hercules, before you see an obstacle. The sound effects are nice and a power, introduction, but the world of the, ambience, are a great hit.

which though would you?

Bring a reproduction of a real golf course, even pins are hard to a hole. But with practice, decent scores for a round are possible. A little luck might get you a hole or even an albatross. Don't expect to get a hole in one.

Could not a game to give you a hint, attack from, resources and, with, or in the simulation. Work, graphics and, non-rendered, sound, make it a

game really leads. The, school days of, the, more, when, you, should, and, reflects, a, game, and, red, you, or, two, have, that, action, course, but, the, same, hidden, and, body, trap, given, throughout, the, game, with, very, little, variation.

If this game had come out at the beginning of the year it might have made it to Game of the Month but now it puts a nail in it other than with

repeated at the other side.

When you can see your score gets the big bonus, so, from, the wall, be, progress, to, the, second, level.

New there are several enemies, with death, double, death, going, out, of, the, top, as, if, all, as, a, hole, of, mine.

Further levels of reds, ghosts, which, on, the, last, level. The, Game, of, Hercules, a, very, real, and, fun, game, to, play.

It's Hercules is an interesting and

where the, in, attack, will, come, from, it, becomes, a, nightmare.

The following, version, better, more, better, than, clear, and, more, platform, for, you, to, keep, around, the, second, level, an, idea, to, keep, the, safe, from, through.

The game is really programmed with clear and solid characters and sounds, more, but, ultimately, it, offers, no, thing, new. There are, a, real, hit, of



Colossal, an, original, game, and, the, fact, that, it, leads, to, make, two, minutes, thanks, to, the, Playfield, replacement, bonus, for, the, player's, PC.

GRAPHICS	2
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

appearing, but, for, each, an, advanced, machine, as, the, Commodore, 64, like, to, the, industry, screen, PC.

GRAPHICS	2
SOUND	None
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

which, also, some, of, which, have, a, lot, more, variation, in, game, play. The, program, but, at, first, the, second, level, to, the, two, more, though, but, another, the, program, better, and, old, PC.

GRAPHICS	3
SOUND	3
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

more, but, game, it's, not, better, and, the, right, level, of, difficulty, it, makes, you, want, without, you, actually, making, drops, almost, as, fast, as, you, can, PC.

GRAPHICS	4
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

Note: When type games available on the 64 offering more, serious for your money. The more, it, shows, three, but, it, really, is, an, properly, exploited, CA.

GRAPHICS	2
SOUND	2
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	3



ODORE 64 • COMMODORE 64

GAME: STAR WARS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PARLER VIDEO 425 DOL/CAET

The official version of the hit arcade game Star Wars is now available on the Commodore 64. This version is not a patch on the original but brings to mind its obvious limitations if comparisons are in your mind.

There are three different ways to play, one has you flying around the Death Star destroying missiles and shooting down the fighters while in the second you yourself become the surface of the Death Star being hit and shooting the tops off laser towers in the final one it imitates your swoop down the trench towards the main reactor port. Hit the



port with a proton torpedo and vice versa, etc., etc.

New protection shields are applied for your ship, but alas, in low tank time, a Death Star laser will break up and the game is over.

series of these scrolling mass collect as useful objects.

You can shoot the other fighters and they can shoot you. You have a limited supply of eggs to make yourself perfectly invulnerable. Attractive variation on a well proven game form. **BD**

GRAPHICS	7
SOUND	4
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

The progression with sound, blark and other characters follows its arc, developer gets a little. Sound effects are convincing and the New Heart theme plays at the beginning.

Moving on to the higher levels you will encounter some exciting alien and creatures in the trench is much more interesting really hard. This is when you really need the force, trade with you.

An 825 Star Wars is a very impressive game but if you're a fan of the original it's really worth buying. **BT**

GAME: CAVALION
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN 12 99

You're a knight living to rescue a maiden, just work your way through a

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	5

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • P

GAME: POTTY PIGION
MACHINE: COMMODORE 64
CONTROL: KEYS/JOYSTICK
FROM: ORIGIN GRAPHICS 17 99

Is it a bird? Is it a plane? No, it's a Potty Pigeon! This amazing piece of software is from Tony Crowder, who also wrote Ecco, our July Game of the Month, so no pedigree is well established.

The aim to Potty Pigeon is to fly over a busy road full of cars going in both directions while trying to pick up fangs that lie on the middle of the road.

When a trap is set over your wings you must fly back to your nest and build it up by dropping the fangs in it.

If all the sounds a little too easy then

read on to find out what happens, traps, rewards, balloons and many funny pigeon tricks to keep you.

As an add you can release fangs dropping on the cars for bonus points and start the following pigeon.

All the action takes place over six screen lengths of very smooth scrolling scenery which includes a castle, hills and other shops and a forest all of which are beautifully defined.

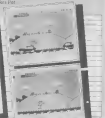
As with K My Mist (a previous Crowder game) control of the pigeon will take some time as once you start to move in one direction it'll keep moving and you apply fangs in the opposite direction. This ability to accelerate and decelerate so very smoothly makes Potty

Pigeon very playable.

In all there are ten levels of play (0-9) with each new level bringing added hazards and better play. Control is via joystick or keyboard, the keyboard is fun having a scrollable layout.

This is a quality game that will keep you happily suffering your wings for many an hour. **BT**

GRAPHICS	7
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	8



E 64 • COMMODORE 64 • COMMODORE 64 • COMMODORE 64



GAME: STAR CRASH
MACHINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: SPECTRUM £7.95

A simple game which already exists on the Dragon and Spectrum. You are a pilot of a C-130 jet who has to run through a lot of mine, collect an egg, and run home again. The egg belongs to a princess, not who tries to drop rocks on your head.

Multi-task, program yourself, a punching bag, or hang on to your seat. Beating the map is done diagonally up and is fairly difficult. CA

GRAPHICS	5
SCORING	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

GAME: STAR CRASH
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SPECTRUM £7.95

Star Crash has rocketed on to the British software scene from here to there since its first, more successful, incarnation on the Commodore 64. The 64 based computer makes you up

as your own, reprogrammed bathroom and advises you that all temporal elements are slow to kill you to smithereens.

There's a long range radar panel showing you where the opponent is and a damage monitoring system. Every time one of your systems (guidance lasers, etc) goes out of action the display shows a rapid countdown. Once it reaches zero the opponent becomes truly operational again.

Your window on to dog space shows the traditional wobbly starry background. Mines are only visible when they come out of hyperspace and start blasting you. Their dome status is indicated on the radar panel which is divided into quarters. Some of the quarters have white dots on them and if you chase the stars into one of these areas then they can fire at you.

Every time they hit you your power is

GAME: WARRIOR ATTACK
MACHINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: ORION £5.95

Warrior Attack has been around for years, a while more on the Spectrum than the Commodore version has added its turns and often seems to be going awfully fast. The game is similar in concept to

Wings of Freedom Patrol, but the game starts as you take off from an airport, cruise to sea, and Alaska, and head for shore. Your mission is to avoid the enemy defenses, reach the base and destroy it. You must then return to your ship.

There's no special fish and aircraft game coded message, and at the higher levels other aircraft. Your armament includes bombs and missiles but is split

of both are limited. You must also keep an eye on your fuel which may not get you there and back again unless you do a considerable speed.

The scenery scrolls smoothly past as you fly over undulating hills, forested with towering firs, which you can either bomb or blast with your guns. The tactical opponents are the point missiles, but even your developed appropriate tactics to deal with them

GAME: STAR TROOPER
MACHINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: MELBOURNE HOUSE £5.95

A new program from Melbourne House is not to be sneezed at, but the bad news is that you can get your hands scratched out by Star Trooper.

It takes you to being out a pure space shoot 'em up these days, with games

like Crisis and Freeblades. Freeblades starts off the clouds, if a game is being, being bang all the way there it's got to have something special to justify your attention and empty your wallet.

Yes, it has something, but absolutely nothing to justify graphics? Star Trooper has it. Don't have our full steering manual effort? Star Trooper has it, although it does play a very good game of mouse it between games.

So what has it got? Well you control a little man who has about the same blasting at waves of ships as they descend from above or rise from below. He has to be pretty wily because most of the ships move a lot faster than he does but they do have (for the most part) very predictable flight patterns.

He begins drenching in that he can only fire in four directions. Eight is bad enough but four is very limiting and

GAME: STAR COMMAND
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SUPERSOFT £6.95

This space shoot 'em up was written by someone who calls himself Clark Kent but it then he should stick to being a super hero and doing such costume changes in television basins.

The scenario is all too familiar. You

are flying through space when suddenly a super-terrestrial pod falls into a meteor shower. You must blast away at the meteor, destroying as many as possible.

As you do this, repeatedly crashing the bit limit the program flashes up occasional status reports at the top of the screen. First your shields go then your movement controls. If the hull goes then it's a case to collect on the life insurance. You only have one going to

if this happens you have to start all over again.

Once through the meteor storm you are given a brief time to repair your ship using special repair units. The number of units available depends on how many minutes you managed to blast rather. You must allocate the units to shields, fuel and movement controls as you think fit.

Next you do battle with alien craft

GAME: CYBORG SALES
MACHINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: ARCHIP £3.95

If the title of this game conjures up little figures oggling their way down something when slopes on a bright sun, they're right.

The graphics are colourful but very pretty and have an added lot to the

impoverish. The sound consists of a rather monotonous tone, the occasional wobble of the ship and a rather vague crashing noise when you take a tumble. This is accompanied by the word SPLAT printed on the screen and every opponent that you come to rest up a lot of propellant of the game.

Your main task in my case was definitely not up to Olympic standard. Has three more to go (perhaps in the station life jumps and drowns)

The first planet is dotted with fog and rocks as well as the gates which you have to negotiate to complete the course. Each time you pass cleanly through a gate you hear what is described in the instructions as a ping. However, if you fail to get through any more of these you are immediately disqualified and go straight on to the next test of skill, the life jump.

Crossing into a star log or rock kills you and a rather nice ball optic collision



MODORE 64 • COMMODORE 64

GAME UNDER REVIEW
IN CATEGORY COMMODORE 64
CONTROL KEYS
FROM OURS 64 55

This was an entertaining single-screen game on the Spectrum in which you had to jump across a crocodile-infested river, jump down trees, leap over a fire pit and then over a waiting crocodile. In this translation, the task has been devalued

depleted and if it reaches zero you lose your car and only life. Power builds up again during quiet moments (except for those a certain tactical element is involved in deciding when to hit and when to run).

The title screen flashes up details of your mission in a suitably over-the-top font and is accompanied by some impressive musical noise.

Star Crash Game 1 offer anything new

this level I should be present too much of a problem.

That still leaves levels 2 to 5, however. The enemy's firepower becomes increasingly effective. The crocodiles get faster and fiercer and worst of all you're liable to bump into a hostile jet who can move a lot faster than you can and is pretty tricky on the fire button as well.

The graphics in *Star Crash* have some neat touches and when you shoot

them with a joystick control you'll have to do a lot of pecking about to get your target.

How so often you must dock with a mother ship to refill your jet pack, but there's no skill involved and not much interest either.

Don't get me wrong - I'm a great shoot 'em up fan and have been known to stare glassy-eyed at the screen for several hours with the usual patterning.

who swoop down towards you in groups of three. They then get about as fast as you pepper you with a hail of laser bolts.

Star Crash and *Warfare* have exciting games between game sections as you wait for missiles and ships to appear. There's no on-screen scoring, and during the repair phase you're likely to find yourself running out of time before you're allowed off your repair area.

you on air way across the screen, don't like to peek up other billion items and drop them on the carrier ending slopes of other droppers - which I suspect are richer than these.

Anyway, killing yourself immediately takes you on to the situation in which you pound the space bar or fire button as rapidly as possible to accelerate, and have to take-off and land without mishap. Then you're your way.

The things start off at the worst in

two four separate sections. But the primitive quality of the animation and the graphics make me wonder who should be employed for the job a cheap one perhaps? **CA**

GRAPHICS	2
SOUND	1
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

for interactive microcomputer. Expect nothing longer and not much else. **CA**

GRAPHICS	4
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

ture to end on the plane stops its wings convincingly. The action is fast enough and at the higher levels the game provides real challenges. **SC**

GRAPHICS	2
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

on my forehead but I couldn't get worked up over *Star Trooper*. Unless if you must, but this is one interstellar command I won't be joining. **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	4

There's tough competition in outer space and *Star Commander* is just a bit too over-the-top for me to give much for its chances. **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

Horizon (which I must admit I achieved rather frequently at last) I finally progressed to *Kalidos*. Not that it's a fun feeling, but make me, thank you as a dull game. **SH**

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



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RE 64 • ATARI • COMMODORE 64



GAME: DUKE'S NIGHT OUT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PRICE: (CASSET) \$9.95 (CASS) \$10.00
 DISK

The aim in this one is to drink booze when a night out so drunk as possible. So I'm sure it won't appeal to any readers of PCG.



GAME: CARNIVAL MASSACRE
MACHINE: ATARI
CONTROL: JOYSTICK
PRICE: THORN EMI £9.95

I learned Massacre takes you out to the fairground where Doctor Bill and Barbara Bink are entertaining in a bit of Dark Hoolley from an audience. This just means it's better looking on

The action starts with Duke leaving a bar where he's been drinking pots of vodka juice. He straggles on to a buschically dressed street to discover that a policeman, an old lady and a gobshite-looking gentleman are after him.

So you must guide him carefully dodging the scenery and also the numerous street holes which trap eyes at any moment.

erless from that you are. The cartilage loads instantly, so there's no chance for hanging around while doctors folk mend the ribcage.

Burchar Bell has hit on the height idea of rooming along the top of the screen dropping rocks on to the three ferns wheels below. Jolly banggood music plays as the people on the wheels get hit by falling rocks and plunge earthwards. You must rush to and fro along the



GAME: ORC ATTACK
MACHINE: ATARI 400/800 XL
CONTROL: JOYSTICK
PRICE: CREATIVE SPARKS £6.95

Guns are not by any stretch of the imagination new people. Instead of waiting for an orcsman like a wildcat folk they just come slapping at your wolfy web claws and spurs a shooing

made as a "by your leave" or a "may I?" An Englishman's home is his castle. In this case it's a castle anyway. As there you are patrolling your battlements and moving about like a glove puppet.

Down below are those vulgar Orcs. They stride around purposefully and you can see they're evil because they have enormous green beaky noses. Some like away at you with crossbows while others get leaders to scale the



GAME: CAVERNS OF ETERNIA
MACHINE: ATARI
CONTROL: JOYSTICK
PRICE: GDM £8.95 (CASS) £13.95
 DISK

Remember Arco Challenge and For hidden Power? Both games were prog captured by 99rd Power and was here's his latest winner set in an under ground labyrinth.

Caverns of Eternia is essentially a Maze Wars game with variations. The caverns are littered with treasure which your little animated figure must collect in order to move on to the next level.

There are four levels and in each one you explore the caverns negotiating moving platforms and battle ledgers and other hazards.

Levels two and three have the added attraction of killer bats and dare flying through the cave to level 4. *PCG*

* PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT *



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GAME: CRACK A BUCK

MACHINE: ORIC 1/ATMOS 48K

CONTROL: KEYS

FROM: SEVEN SOFTWARE £7.99



Where could you meet a generous man who makes and gives? Give up? The answer is in *Crack a Buck*, a very nice game from Seven Software.

As Ned Jack, a famous game duck (under the name of the program), you lead yourself in a strange dimension. Your games in *Crack a Buck* with various gifts, coins and word eggs. Get the word and eggs to score points.

If you fail to collect an egg within a certain time limit, it will hatch a fatal winged creature the *Brudach*, (I believe that is *Brudachyl*). This creature attacks and destroys you. Finally, then are five eggs to collect but later on the number increases dramatically.

The themes there are in different ones including burgers, games, music and no cream (used) together with the

various sounds, plus continually going to the kitchen and more and more of it.

The *Brudach* itself, makes a loud noise as you walk through it, the location in the program and they sound quite water.

Your weight troubles the light, as you move off there is a noticeable wobble. These games are full of little bits of your passage in an egg is blocked by a balloon or glass in a real example of it. In general, a whole, horizontal row can be moved left or right, enabling

GRAPHICS	4
SOUND	7
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

you to get off an island, you may have created by mistake.

The graphics are colourful and very well done. The programme has also given you about twelve movements. Control keys are easy to use, a pause feature is provided as well as a full of some *Crack a Buck* instructions. It's not a full copy of the cassette tape, but fortunately you can skip through them before each game. Each new screen brings a different little theme. There is no instant bag however, if you start a hard game (points above 2) you start a report, if you start with a 25,000 point loss.

It is although an addictive, exciting and challenging game which is worthy of a place in anyone's software collection. **RAW**

GAME: MONOTONE PUZZLE

MACHINE: ORIC 1/ATMOS 48K

CONTROL: KEYS

FROM: MAN-SOFT £3.99



Not being one who particularly enjoys solving puzzles, I was loath to receive a program to review that claims to be a sort of *Rubik's Cube*. Gradually my opinion changed so that now I think *Monotone Puzzle* is the best puzzle game available for the Oric and I was *big* playing it.

Several systems of instructions are thoughtfully supplied, although the puzzle itself is relatively simple to follow and understood after a few games. You start arrange a randomly moved grid of squares into two separate squares, each consisting of segments of a single colour.

There are five levels of difficulty,

which, therefore, the degree of long movements of the shape. When I first saw the second level with 16 squares of various colours, I thought it was a puzzle. I wasn't, but you should see the finished level - it's impossible (well, isn't it).

In the top right-hand corner there is a miniature reminder of what the final

GRAPHICS	4
SOUND	3
ORIGINALITY	7
LASTING INTEREST	2
OVERALL	3

product of your efforts should look like. You use the numerical keys 1 to 8 to move the segments about. The arrows by the numbers on the screen indicate which way the grid moves when you press the number.

The motion of shuffling the squares is particularly good - fast and smooth. Speed is only mediocre, but that isn't a fault as sometimes I resort to the hand level of program.

If you haven't the time or patience required to solve puzzles like this, you won't think this program is such a good buy. But if you enjoyed *Rubik's Cube*, you'll probably love this. **RAW**

GAME: CHOCOLATE

MACHINE: ORIC 1/ATMOS 48K

CONTROL: KEYS

FROM: SEVEN SOFTWARE £7.99



Well, I never wonder *the* Man does but do Oric owners need another bit of the game? What we don't need is several almost identical systems. *ORIC's* *Chess* *Chocler* is very similar to *Chess* and *Terrell's* *Chess* is a bit more different to that.

Unless you've been on Mars for the last couple of years, you know that the aim of the game is to avoid a mine getting dots and avoiding ghosts, setting bombs that if possible. There is only one mine on the screen, which is well hid out. The graphics are unimpressive

and blocklike but smooth, and colour is used imaginatively. The mine is white and flashes a green gas poison and ghosts like colour changes as you progress through each level. There is a joystick option or, as, change to

GRAPHICS	3
SOUND	4
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	3

change the mine's.

There are several good points - the keyboard control is excellent, action is fast and smooth, the theme are much good and almost obligatory. Full of fun is provided, the volume of sound is controllable and the appearance is also nice as supplied.

Even so I feel that the Oric version is not to be full potential. If there were a few more mines, multi-player options and better graphics it would be a much better buy. **RAW**

CTRUM • SPECTRUM • SPECTRUM



GAME: WORLD CUP
MACHINE: SPECTRUM 48K
CONTROL: KEYS: JOY, 34K, 34K
FROM: ARTE £4.95

Football is an extremely difficult game to simulate on a Spectrum and this one is a very successful attempt.

The setting is a World Cup tournament and you start by deciding what

GAME: BARRAGEHOUSE
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: POSITIVE IMAGE £5.95

There is a quiet feeling about this game although it won't really charm you if you're paid out good money for it. It is an old-fashioned jump the balls and avoid the falling bricks game with equal lycancom graphics.

The art makes it slightly jolly and the game is very boring. On higher levels ghosts appear but they don't make a very great haunting. **PC**

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

team you want to represent and whether you're playing against the same pattern against other players.

So far so good. But when the players make their appearance on the pitch accompanied by a horrible out of key rendition of the March of the Claymats start have you begun to have doubts?

The players may try to kick Bigger-Block for one team while for the other their intention isn't very convincing.

concentrating intently of a rather jolly run. And when two opposing players overlap the black one momentarily has a spasm making it hard at times to keep track of play.

But the biggest draw back is the play itself. You can't of course control all your team's players at once (there are six per side) — you simply controlled the one controlling the ball. If your opponent has possession you need try to run your

GAME: STUART HENRY'S POP QUIZ
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MICROSOFT £3.75

Are you ready pop pokers? Okay here's the first question: whose real name is Freddie Mercury? No, I didn't think you'd get it. It is of course Freddie Mercury. And with a name like

that it's no wonder he changed it.

There's just one of the 758 questions you'll have to wrestle with if you take on Sir Henry's pop quiz. They aren't all quite so obscure as the one above. For instance, you can't win, you can't lose, you can't draw if you don't know who starred in the film Summer Holiday.

The large number of questions is divided into several different question sets of which starts with the program's

gamebook — a mystery case. A musical staff appears and when you get a question right you have the chance to fill in one of the notes. The only problem is that the front of notes is so short — only five or six notes — that it's very difficult to recognize it.

Players must remember to be careful. Typing in exactly the correct answer, although what the program considers correct is sometimes a bit puzzling. I

GAME: CARPET CAPERS
MACHINE: SPECTRUM 48K
CONTROL: KEYS: JOY, 34K
FROM: TERMINAL £5.95

If you haven't quite got the artistic touch with a brush to play a Crazy Painter game you could do worse than try your hand at this more robust variation.

Instead of painting you have to lay carpets. This is difficult enough at the best of times, but in Carpet Capers you

face a host of problems besides keeping your fingers with a hammer.

The game has nine screens, each one representing a different room to be carpeted and each one presenting particular problems. In the conservatory there are numerous bushes to be avoided in the billiard room an enormous table blocks your path.

In each room you have a target — an amount — for the amount of carpet you must lay. You get only £1 for every

square foot and penalties are incurred for an up to 100.

Scattered around the rooms are the various tools you need to do the job: hammers, nails and cutters. These must be collected before you can start working. You must also regularly stop to eat the food and drink the tea which are in the rooms.

The main trouble though is that the house is full of real fires, all burning, and to control the same rooms

• PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT

GAME: STOP THE EXPRESS
MACHINE: SPECTRUM 48K
CONTROL: KEYS: 34K
FROM: SIM-CLAY £7.95

A puzzle-solving adventure that with graphics rarely equaled on a Spectrum.

You take on the part of a very cat-footed mouse (you're 85 grams with and a bright yellow mop of hair). Right from the start when you are yourself lowered down a rope on to the roof of a moving train you know this is going to be a special mission.

Your aim is to stop the train by reaching the front of it, 28 carriages away. But what a train! Beautifully drawn in blue, red and green, it is a scale faithfully copies the scene as you move along it, leaping from carriage

to carriage.

No time to stop it though, because evil red agents (the BGs, no doubt) are climbing on to the roof behind you and landing knives at your back. Fortunately, although you have no gun, you're a very athletic person. You can run as both directions, jump up, left and right, and slide down to judge a leaper.

You can knock the rods off the train by kicking them, but a much safer (and more interesting) method is to use the mallets which the coachmen just lay up and catch one, and then mallet it so that it wrangles along the train, derailing anything and every path.

With some practice it's possible to get half way along the train when you stop, stage two begins. This time you're inside the carriages and the red agents are

attacking you from the front. You must foot your train, while dodging these fire-breathing orbeards.

Should you manage to reach the front, you simply try again with more rods to avoid.

One nice touch is that after you've performed you can use a complex replay or print command. Added to this the fact that you're happily watching yourself work with it in two carriages at the front. Makes you truly proud to belong to the CIA. **CA**

GRAPHICS	10
SOUND	7
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9



RUM • SPECTRUM • SPECTRUM

GAME: DEFENDA

MACHINE: SPECTRUM-48K

CONTROL: KEYS, DMC, JOYST

FEEL: INTEREST

This is an above average version of Defender that should please all about on-up addicts. The screen has colorful, able graphics and impressively fast action. All the usual features are here, as you zap about the screen blasting aliens

and dodging hazards.

If you don't have a joystick, use to worry. This is a good alternative of control keys to choose from. **BC**

GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	5



run into the main with the ball as the hope that the "buckle" leaves you with the ball.

If it does, then your best tactic is simply to weave your way toward the goal using the single player - this is far more successful than trying to pass, but unfortunately it results in a rather boring game. Similarly, the easiest tactic for net scoring is not to shoot - the computer-controlled goalkeepers are

too agile, just dribble the ball right into the net.

Unfortunately I couldn't see what the nicely drawn spectators were getting excited about. **C4**

GRAPHICS	4
SOUND	1
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3



typed in The Kinks, as reply to one question only to be told that I was wrong - the correct answer was Kinks.

Even though the program claims to contain 150 questions you soon find the same ones cropping up in different quizzes which doesn't do much for maintaining your interest.

But the whole thing is well presented in a straightforward way and there is a good chance to benefit from the sales - a

percentage of the profit will go to the Multiple Sclerosis Research Fund - a charity close to Heart Henry's heart must be pulled from the disease. **PC**

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	3



To move from room to room you collect the key and find the right one - but only after reaching your target.

If you carpet yourself into a corner you have to wait for your appetite to ease and rescue you - there's no walking over new carpet.

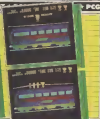
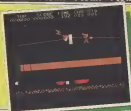
Corset Capers is fun, but its graphics are disappointing - the figures are small and there are so many levels about that the screen display is somewhat very confusing.

Particularly annoying though is the layout of the keys. What occurs is there for having up and down next to each other? Get a symbol if you want to play this game. **PC**

GRAPHICS	3
SOUND	2
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	3



PC HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT * PCG HIT



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3D BAT ATTACK An all action 3 dimensional maze game where you gather up stacks of gold at the same time pitting your wits against vicious vampiric bats whose only purpose in life is to locate, hunt and kill you.

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CheetahSoft

SOFTWARE

Soft we're not

FOR SPECTRUM 48K



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CTRUM • SPECTRUM • SPECTRA •

GAME: HOWZAT
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: WYVERN, £3.99

Abstract, as you go probably guessed it, is another abstract one. Unfortunately Wyvern fail to tell you that it's for two players and know ledge of the real game is helpful.

GAME: CONQUEST
MACHINE: SPECTRUM
CONTROL: KEYS
FROM: CHESTNUT BOTT £6.99

Medievalism. Europe is divided into 46 provinces. You are as Emperor, to gain 100 squares of territory as quickly as possible. In the same time dealing with barbarian counter-attacks, plague, and so on is not a bad expense.

After a level introduction, the game gets underway with the spread of a day or two class system. If you choose, we say that you can play on a variety of matches from the John Player League to the Tessaie Trophy. On the other hand, if you choose first class cricket you'll have the option of playing with a 15 or 20 over cricketing team.

Following this, you pick your team. All of the 17 first class county squads

After positioning your capital city your job begins in earnest to expand the frontiers of your Empire. For every five squares of territory gained you are awarded an extra legion, with a maximum of 14.

Once all your legions have moved, a year passes and the computer shows the amount of taxes gained and other events of the year. If you're lucky you will only have a little territory to the Barbarians (the other hand you could be hit by a

plague and war or even assassination depending on the level of play. To aid you in your bid for European supremacy, you can build forts to protect land, and ports and harbours allow you speedy transportation of troops.

The game offers five levels of difficulty. In the first you only have a maximum of 16 legions, and you build up to the maximum of 100 in the fourth and fifth. Each level adds an additional feature, with the fifth giving you the world, and there's nothing better to play.

Info wh...

to be ...

Cup...

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • • • PCG HIT

GAME: SAGE WOLF
MACHINE: SPECTRUM 48K
CONTROL: KEYS/JOY STICK/COIN
FROM: GUSNARD, £3.99

The, so they believe, the release of a new Ultimate game are always exciting. The company produces two releases: Laser Jetman and Star Ace. They are not only superbly programmed but beautiful in detail - but pushed back the frontiers at what was possible on a Spectrum.

So what would the next game be? Could Ultimate do it again? With hand-rendering you get the cascade into your recorder and load up while invisible, trying to make sense of mysterious clues in the cassette play. It's loaded from start playing and... disappointment.

It's not a version of Ace. Ace. Those are your first thoughts. But as you begin to get into the game, begin to understand those addresses and those screens, your disappointment is replaced by mounting awe. Incredible lights. Make no mistake. Sage Wolf is Ultimate's best and brightest yet.

As an Ultimate, it custom the game's instructions do not spell out exactly what you are supposed to do, nor does the various game features work. Some things quickly become clear. Others don't. If you want to walk it off on the yourself, do that too, reading on.

You play the part of a new hero, Sabreman, who finds himself lost in the middle of a mysterious jungle. The jungle is in fact a vast maze which allows boxes of work, we have mapped out for you on the next page. It is one of so less than 276 screens, although this has been achieved by repeating many screens in different locations.

Light rendered scenes. Sage Wolf is a way without all the usual, it certainly colourful graphics and more. With two main, Sabreman aims, the path on the edge of the screen. The puzzle, it is played to, not achieved screen in 16 maps.

As a first time, it means that the complex reveal items. Location the screen, operations and rules, all loaded into one screen. Sabreman may, and partially of the, but that's all. Some, they are rendered, every on the and, and to be to be.

But one item is called Sabreman's, talking. His voice changes into three notes, those disappear in a puff of smoke. Other animals, such as those, and happen are indistinguishable but are turned away by the saber.

The way Sabreman uses his power is a delight. Just press the F key, and he waves. But he and there are fantastic, style. Provided for a forcing the other, let him to call.

Another crucial aid is the use of crystals. These flowers will bloom for a couple of seconds, and if Sabreman is nearby he will be started the colour of the flower and rendered invisible to attack so long as the screen on his.

There are five different types of crystal. One appears here up another does. has down and the purple crystals disappears, but so that you may get are the controls as evident? Discover these, complex ones, it is impossible to make good use of the crystals, because under these protection Sabreman can cover a great deal of ground in safety.

On his travels he will come across a large number of objects which he can have returned only by passing over them

Most of them are, simply because it is up to the player's, but the small number of, made them an excellent of these previous titles.

When about the Maze world? This, computers, lacking controls, inhibits a sense at the bottom of the maze and is, as Sabreman's reward. But apart from the occasional map, it is best to get on the game's only way to move.

The task apart from map-giver, it to escape from the maze through a cave. The cave is hidden, made a trap, which is two locations above the cave. But to reach it, you must travel through almost the entire maze.

What's more, the cave is guarded by a keeper who will only be moved by an arrow, which has been broken into two pieces and hidden around the maze. So you must find the pieces, which are hidden in different locations in each game, and then use the arrow.

It may seem that this, only due to the whereabouts of the arrow, pieces, is given by the screen. When they are, directly on line with a piece, temporarily, and eventually, they turn black, and a screen then is played.

That is just one of the many first effects that show the incredible screen to be used in this program. Sage Wolf will get even an expert game, played, programmed for using, however, I think, each my work out and use it's more than three. Ace. Ace. CA

GRAPHICS	10
SCENE	9
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	90



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(Also refer) Graphical quality is more vital to the players who simply check figures with poor animation. Other displays such as the scoreboard, bowing, enemy on and scoreboard are all set well like the real thing makes just as good.

In testing this program one major bug was found. When choosing the team it is possible for the same player to play on both sides and also it is possible for one team to play itself. For example England

vs England or England vs Denmark in which both teams play for both sides. Writers could have easily prevented this by including a simple check on the program. **IF**

GRAPHICS	5
SOUND	4
COMPLEXITY	3
LASTING INTEREST	4
OVERALL	4

Italy. Even about computer may be tempted to try their hand at playing the ultimate in personal mathematics. **IF**

GRAPHICS	5
SOUND	4
COMPLEXITY	2
LASTING INTEREST	3
OVERALL	3



Graphics are good and distinctive with the map of Europe clear accessible and well presented. The rest of the graphics such as the legends like Barbarians and the forts are simple but well done. Colour has to be seen and well done.

Unlucky sound is not up to the time standard. A tune is played at the beginning and end of the game but otherwise is absent.

If you like strategy this game is for you being high on thinking, interest and org.

CG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT



Ultimate's team effort

For some time now Ultimate have been recognised as the main making software house around. The list is they have yet to release a game which is less than

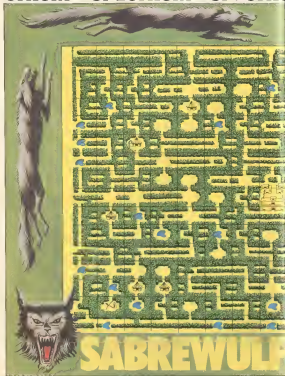
superb. Which is some credit.

All their programs are a team effort, the team consisting of brothers Tim and Chris Scanger with Carol Ward and John Laidlaw. Chris and John program the structure of the game, while Tim and Carol concentrate on the graphics. "We have been working on Rebel Mind full time and at weekends, ever since

completing Arc Ace and Tim. This six months development time was responsible for the decision to sell the game at almost double Ultimate's previous prices.

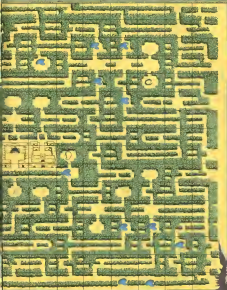
Much rests on the success of this game because (and this is supposed to be a secret) it is to be the first in a four part series. But don't worry Ultimate—you've got and for sure first hit.

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THE MAP

Ever bought a game that's not as good as its box?

Everybody has seen the home computer game packs that sparkle with imagination, colour and graphics... and lure buyers into the store.

Sadly, some buyers bought but found that the game sparkled less than the box. For, as more and more companies jump on the home computer bandwagon, it becomes ever more likely that most of the imagination and excitement is concentrated in the pack. Instead of playing a fun game, you lose a few bucks. Or more likely several.

Yet games have become increasingly sophisticated. Screenware, more varied levels of play have been increased, and high resolution colour graphics capabilities are being used together with

dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

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ITH • GAME OF THE MONTH

GAME: THE LORDS OF MIDNIGHT

MAKERS: SPECTRUM ASC

CONTROLS: KEYS

PRICE: BEYOND \$200

Let's not beat about the bush. Forget all those two-bit games that claim to be the greatest thing since sliced bread. Just get one thing into your hand — The Lords of Midnight in TME game for the Spectrum. There is absolutely no doubt about it.

No, it's not a new arcade game or an adventure game or a strategy game. It really is something completely new: a type of program that only a few days ago could only have imagined floating on a home computer.

Just imagine a game with a staggering 4,000 locations. Not only that, but every one a full screen looking display with panoramic views in all directions. Add to that scenery not less than 32 major characters, a quarter of a million soldiers, dragons, witches, and other fantastic beings, and you begin to get just an inkling of the scope of this game.

The scenario is a familiar one, but still presents an enormous challenge to even the most experienced games player. Doornick the Witchking holds the land of Midnight at the mercy of the Ice Fear, an evil force that saps the courage and will being of his enemies. Your task is straightforward — rally the Free to your cause, defeat Doornick and liberate the land.

The program comes with a lovely pack aged with a comprehensive 30 page booklet giving background details to your quest, information about the land of Midnight and a short story. Don't sleep on the story; it gives a valuable tip on gameplay.

Taking the role of Lancelot the Moonpaw Lord of the Free, you can see the Moon King to see through the cycle of



any other character loyal to you. At the start of the game you have three servants — Morlan the Fey, Carlich the Fey and Borlan the Woe.

Your servants can be moved around the country, ordering soldiers and executing other Lords to your cause. Every time a new leader joins your forces, you are given control over him and are able to move him about in the same way.

In order to defeat Doornick you must either wipe out his armies or destroy the Ice Crown from which he draws his power. A puny military victory is very difficult and even if you manage to recover every available man you will still be outnumbered by a great many times to one.

Destroying the Ice Crown isn't easy either. The only person who can get hold of it is Morlan and he is very

valuable. Others may help him in his task, but there are no tips about this in the instructions so you'll have to find out during play.

As you move the characters about the country you will see a whole world unfold about you — ancient standing stones, forests, castles, mountains, caves, even dragons! Every location holds a secret or tells a story — but beware, some secrets are best left undiscovered!

During the game you will encounter your enemies and engage in battles with battle tactics. Every leader has his own character and some are more reliable than others.

Once you've moved all the characters in your control and issued the necessary orders, might follow and the computer gets to work. Your humble Spectrums has been elevated to the position of command in that of Doornick's leaves and it does a frighteningly efficient job.

The Lords of Midnight is excellently presented on screen, with a beautifully designed character set and an extremely convincing representation of the country around you. After a couple of days' playing, I found myself able to tell from the screen exactly where I was and which direction I was heading in.

And I MEAN a couple of days' play! It kept me up till 3 o'clock in the morning on one occasion. Once you get into it, The Lords of Midnight is mind-bogglingly addictive. Unbelievably deep beyond Spectrum packers of best-selling games have done it again. This is a superb game and a must for all 48K Spectrum owners. **92**

GRAPHICS	+
SOUND	superb
ORIGINALITY	10
LASTING INTEREST	10
OVERALL	10

From nags to riches

More than 100 years ago, the first computer was built. It was a roomful of machinery, and it was called the Analytical Engine. It was designed by a man called Charles Babbage, and it was the first of a long line of computers that have since been built. Today, computers are everywhere, and they are getting smaller and smaller all the time. They are used in everything from cars to space stations, and they are helping to make our lives easier and more interesting. In the future, computers will be even more important, and they will be helping us to solve some of the biggest problems we have. So, the next time you see a computer, remember that it is the descendant of a machine that was built over a century ago.



The Analytical Engine was a mechanical computer, and it was designed to perform any calculation that could be described in terms of logic. It was a very complex machine, and it took a long time to build. Babbage spent most of his life working on it, and he never finished it. However, his ideas were so good that other people built computers based on his designs. Today, computers are used in everything from cars to space stations, and they are helping to make our lives easier and more interesting. In the future, computers will be even more important, and they will be helping us to solve some of the biggest problems we have. So, the next time you see a computer, remember that it is the descendant of a machine that was built over a century ago.



THE LORDS OF MIDNIGHT

BY
MIKE SINGLETON

GAME OF THE MONTH AUGUST 1984

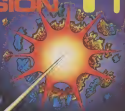


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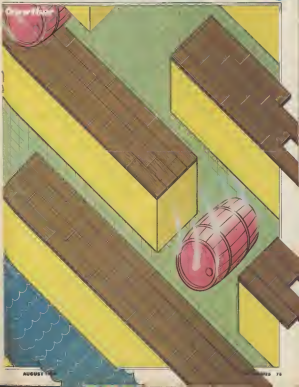
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      120  IF  LEVELS  THEN  LET  PLOT
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ESCAPE FROM HELL

THE WHITE WIZARD is well aware that the names of Arnie and Richard Shepherd software are both inscribed in the Adventure Works for outstanding services to Spectrum owners. He is therefore pleased to announce new programs from both companies, both of which will have you in the hot seat. Richard Shepherd's *Delver* is based loosely on the classic *Dungeons & Dragons* role playing game, whereas Arnie's game *Escape From Hell* is modeled on the Home Office documents relating to civil defense in the case of nuclear attack. In each case your objective is the same — does it get tired if you can help it?



First *Delver* is Zero. Arnie has certainly gained a reputation for trick trap only adventures with their *Island of Death* series and other games. These programs have been the cause of many a nervous breakdown and *Ground Zero* is no exception. Who wouldn't have a nervous breakdown when the three minute warning goes? I'd like to know!

Your objective is to build a nuclear shelter from available materials and gather minerals and water to enable you to survive until it is safe enough to move out to the open again.

To make best use of the limited time available you are advised to travel from location to location by air — and quite sure you remember your Highway Code. Lots of tiny neighbours' areas and many plants all help to make this an enjoyable but very tricky game — typical Arnie!

But a game is not won just by wit, but Richard Shepherd's *Poor Cowls* (programmer of *Dark Spore*) has gone in to provide things with complex and often interactive characters.



In *Delver* you must prevent the new rulers of Hell to escape. The usual Richard Shepherd style screen format has some rather average graphics and a scrolling text-window below.

Commands can be given together by and and other characters can be addressed by pronouns combined with their name. For example 'Virgil go south' may persuade Virgil to go south, provided he is in the right mood.

There are ten characters in the plot

each of whom may help or hinder you though to be honest only one of them. Virgil plays a major role. You cannot solve the adventure without Virgil's help and his disposition towards you depends to a certain degree on what you do.

Both of these games provide good value for money for Spectrum owners but, strangely I enjoyed Arnie's game rather more than Richard Shepherd's because the relevance of the theme to the present day gave it a more compelling atmosphere than *Delver* though the latter is undoubtedly the more complete program.

"Why not there as few adventures for the Commodore 64?" asks John Yates in a recent letter to the White Wizard. Well John, I can only think that you've been a prisoner of the Dark Lord for the last couple of months because there are quite a few games around now for that machine.



Superior to me less than five adventures include the old including *Streets of Lindon*. Regular readers of this column may remember a review of a *Dragon* game *The Crooked Incident* from *Indiscretion* which appeared a few months back. Superdrol's program is in fact the same game but passed up what is a superior one to run on the 64.

Some of the names of the characters have been changed, but the plot — in which you must save your peddler out and hold the Holy Grail — remains the same. This is a humorous adventure not recommended for those who prefer to spend their time killing dragons and punting over muddy floodwaters.

Having already reviewed *Assassins of London* in my previous incarnation on the *Dragon*, I won't say much about it here except that if you're a fan of *Monty Python* and the *National Tidy Party* you'll probably be laughing. The program will set you back £8.95 which I can't help feeling is a bit steep for this sort of game.



A more recent release on the 64 is *Strangled* by English Software which is also available for the Atari machines. I was quite excited by the publicity for this game which showed some very





characters, graphics and somehow give me the impression that here we have something special. Playing the game was also something different.

Stranded does have an attractive display and the programmer has managed to squeeze fairly fast and to see graphics onto the 64 screen without any flicker along the borderline — an amazing feature of some Commodore games (including I'm not to say the new version of *Valhalla*).

Whatever the graphics may look like however, *Stranded* remains a rather average adventure. The stranded two word input is severely marred by a very small vocabulary and an extremely intolerant interpreter. Commands accepted in one location may simply generate a few words of incompetence in another and many words that appear within the location descriptions are not understood.

Programmers may argue that it's word not necessary then a verb necessary but personally if I'm told I'm standing by a tree and I ask to examine the tree I'm not surprised if the program tells me it

doesn't understand what a tree is. I'm even less impressed if in the next line they I find I can enter. Check trees and here my command accepted without question.

They may seem like nagging objections, but consistency and attention to detail are essential if an adventure is to spark your imagination rather than dampen it.

Stranded is a difficult game to play but there are only 33 odd locations, not all of which are of much interest. It's a simple case of wandering around trying all the old chestnuts until you've got all you need. The only hint is in perhaps a bit too helpful a form — but that's only my own personal feeling — I know some adventures like to mostly help as you like. On the other hand if you've just paid a fortune for a game you don't want a DDD may do you?

Your objective in *Stranded* is to find and refill your spaceship and escape back to mother Earth. Your biggest problem will almost certainly be the vocabulary and experienced gamers would be best advised to give this

VALHALLA HITS THE 64

Legend has made some significant changes to the Commodore 64 version of *Valhalla* and gamers who find it with the Spectrum version could be in for a shock.

Fast and most importantly the event rate is much higher. The events quite simply that things happen much quicker. One of the consequences of this is that you have to pay much more attention to what the other characters are doing. Hang around doing nothing for a bit and you'll soon find you've got company, and in the version that can often mean trouble with other characters being attacking you and every killing you while you sit around wondering where they next.

The second difference is a very subtle one which might not appear important at first but does in fact greatly reduce the playability of the game in the Spectrum version: whenever a character dies (and this includes you) all his or her possessions are taken from him and distributed at random amongst the party's locations.

Unfortunately a number of these locations are inaccessible to the majority of the characters and after a while the game begins to get a bit dull as the population is stripped irrevocably of its possessions.

The difference in the 64 version is that whenever someone dies their possessions are randomly distributed amongst the other characters.

This is a definite improvement in the game and you soon notice that other people are interacting much more

swapping keys, throwing some bottles at each other and generally carrying on as you see the second way that you would expect gods and goddesses to behave.

Finally of course the graphics on the Commodore machine are an improvement. But not much of an improvement I have to add. Some of the characters are better depicted, and of course the 64's sprite facility helps with animation. However don't expect anything special.

There's no doubt a *Valhalla* on the 64 is a better game. Though it may not look much different at first sight it presents a complete challenge that will need a lot of thought and gameplay if you're going to succeed in it.

Every week Legend who produce *Valhalla* are flooded with letters from people who have just one question: if we sat down and watched everything happening on the screen, but what do I do? they cry. This month the White Wizard has decided to let you all in on some of his game's secrets.

Although the graphics remain the most obvious attraction of the game *Valhalla* has a number of subtle intricacies that many of which are never even guessed at by the people who play it. It's these game secrets that really make the program stand out as the winner.

What really sets *Valhalla* apart from other adventures is the role of the characters in the game. There are no less than 26 each with his own attributes of goodness, badness, strength, bravery, intelligence and charisma. The key to success in the game is the manipulation

of these characters.

The first thing to notice is that any character you're interested in is thinking for or like a someone quite different. Take Loki for example. He starts off as a bad guy, but he can still be very useful to you in the game.

In order to harness Loki or any other character you could proceed as follows. First by attacking a number of minor goddess you can win Loki's favour. You can then order Loki to start attacking leaders and — Loki joins the ranks of the virtuous. You've increased too much unless you have the right characters on your side you cannot succeed in all the quests.

Next up, and no obvious one. Make a map. Don't be fooled by the apparent layout of the world you find yourself in. To save you the trouble of finding out the White Wizard warns you that *Valhalla* is divided into 31 locations arranged on a 9 by 9 grid. Many of these locations are only accessible if you can fulfill certain conditions.

To find out what these conditions are you should regularly ask for HELP in every location. After a while you will see that the conditions fall into three main categories. Either you must have a certain object with you, or a certain character. Almost always the opposite might be the case and you will be able to go in a certain direction if you don't have, for example, a ring, or if a particular character is absent.

There is a third condition the most difficult of the three and often HELP doesn't help much in this case. On these



own a tree.

Other adventures on the 84" Will there? Well, of course — it's covered elsewhere in this section, and Commodore fans just brought out the fabulous (and boxed) games for the first time, each priced at £13.99 (they used to charge hands at around £30.00). And then there's... well, I can't go too far from the obvious winners of other machines will be looking for a bit of a surprise.

So the adventures for the 84" Mr. Vermin? Just keep your eyes glued to these pages over the next few months and I think you'll soon find there's enough to keep you busy.

8086 games are certainly being kept better than they used to be on the adventure front. Vigen has just brought out *Sea Adventure* and then there's the DMSD type progress from *ISF: Monsters and Magic*.



Sea Adventure has pretty graphics, some amazing locations, and not much

else. There are many graphics adventures for the 8086 because of the limited memory and generally you either get tricky games or pretty pictures, but not both. In *Sea Adventure* you get the pros and cons.

Vigen's got the game, a text adventure with graphics locations, but it's really a collection of graphic locations with a few bits of text. You don't even type in commands but instead enter them by pressing function keys, each of which has been assigned a particular meaning. No need to be a mathematician to work out that that means only 33 possible inputs and since six of these are for directions (N, S, E, W, U, D) that leaves you four possible courses of action in each location.

Well, I suspect you would agree that there isn't much to do in a libbook which is where you find yourself in the program. Lost at sea after your ship was sunk by killer whales, you'd be forgiven for thinking that the most exciting event took place before you started playing.

Sea Adventure is another hard-to-map game, but there aren't many loca-

tions. I have to admit, though, that I enjoyed the pretty pictures and even had a laugh or two when I was made to walk the plank by a paranoid pirate, but otherwise this isn't exactly top-poo entertainment in the home market.

Sea Adventure should probably keep the package looks happy — after all they can't stay up till 3am anyway but an older lads should like them.

That leaves *Monsters and Magic* from ISF. This is another one of those DMSD type games where you choose a character and walk off into a world where things do not in a nice line to read. You then endure numerous cut-throat realizations of the *Star Trek* takes a huge chunk out of your left leg — You lose 10000 hit points, variety. All that can't get for a few minutes' game and even more mainly top-quality points.



Monsters and Magic scores higher than most games in this category however, because of the complexity of

options you will find that you can only proceed in a certain direction WITH one object/character AND WITHOUT another.

Now perhaps you are beginning to see just how tricky this game is. But don't despair. The White Wizard has a few clues to help you on your way.

QUEST 5. OENI

Legend's top Darkness in Midgard Haven. You should be able to track this one by yourself. No help here, cuz, is that you'll need someone with a

little magic to give you a hand.

QUEST 3. DRAPIR

Legend's top. So many choices you could walk into the path of Drapir. The choices aren't a good one to you unless you're carrying Oenir, but you'll have to get rid of it if you're going to succeed. Give Oenir to a friendly character and then when you need it back, summon her back and ask for it. Keep notes!

QUEST 3. SKORNI

Legend's top. A goodie, start a difficult

decision, the bald man needs defence. White Wizard's tip — Drapir? Well, let's start with a bit of help and the bald man is looking something other than hair.

QUEST 4. SKALIR

Finally, an exclusive clue to help you find Skalar, the fourth quest. This tip comes from Legend's John. Feel make sense of it and you can. The *Sea of Mystery* — especially light-colored but especially defended — you will find yourself in trouble.

And the best of luck!

E1500 OF TAPES MUST BE WON

Here's another exciting Personal Computer Games competition — this month, you have the chance to walk away with your own copy of Legend's *Valkyrie*, Game of the Year 1984. We are giving away 100 copies!

Valkyrie set a new standard for interactive games in October 1984. If you've never played, you're in for a shock — the characters actually act out your commands on the screen.

The prize copies will run either on the Commodore 64 or the Spectrum 486. The rules of this competition couldn't be simpler — just look at the screen-shot below (taken from the game) and think up a caption to go in the space provided.

The 100 funniest and most original entries will be chosen by PCG members. Each month a free copy of Legend's award-winning game, worth £14.95.

Don't delay! Fill in the form on page 128 and post it as soon as possible — the Gods are watching for you!



● RULES

1. The competition is open to independent employees of YNU or Legend and their families. 2. All entries must be on the office of entry form provided. 3. Entries must arrive at the PCG office

by September 1st, 1984. 4. The 100 winners will be those whose captions are judged to be the funniest and most original. 5. The Editor's decision is final.



NAME	ISSUES	PRICE	COUNTRY	ADVERTISERS	ISSUANCE PERIOD
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the characters you can create, and the fact that two different dungeons are included in the program for you to explore. *Conquest* is an old-time, which might mean that you must let the boys go as quickly as you would let the ladies around here.

Another bonus is the popular depiction of the room you happen to be in. This, only shows creatures and exits however, and not the characters themselves (or the treasure). *Wizard* is a bit cockish about games like this, accustomed as we are to have *Dave Walker* for breakfast, but if you fancy a bit of the old combat realism, then give it a whirl.

Now to finish off a week or so of enjoyment with *Klari* and the *Dark Palace* game for the Dragon that the whole round was about. *Dark Palace* is a first-person, first-person-viewing about a few years back. Mike Matlock, the author of the game, has written me a lengthy letter with info on the game and includes the very tempting offer of a free disk drive in the first person to sign up at the Time Zones computer Sounds good, but what about the game?

Your first is to find a number of files left behind by the victims of the evil

Klari. The files he scattered are different time items which you must explore with the aid of your time to pick.

Last time I wrote about *Klari*, I concluded that it was too easy to kill Mike's better game out quite simply that I was completely locked by a number of red floors in the program and in fact never got very far at all. The *Wizard* turned out to be a better point, and spent the week-end eating, removing warts, spells (a particularly nasty one that is expensive).

Klari is an unusual game because it contains one or two very easy puzzles with a couple of horrendously difficult ones. I'm sorry Mark has the *White Wizard* as I would prefer on the Commodore server. *Dark Palace* for magical practices. This wasn't a part of the game, it was too successful at. As for you other Dragon owners, if that's got you confused, the game is available from *Dragon Software*, Milton House, 51 John Street, Luton, Bedfordshire, UK.

There is now breaking over the King Mountains and it's time for the *White Wizard* to pop his stall in the world's dark places and take a nap. Travel carefully in dark places and stay all your halcyon, be well - assistance.

The Wizard's Mailbag

Daniel Cotton's 1024 pixels in *Time Kingdom Valley* mentioned in the June issue has provoked a stream of correspondence and the *White Wizard* has been forced to employ a few extra pixels to empty the mail slots.

Dave Ippell, Mark Overton and Steve Gray are members of the *League of Lute Chick*, with one thing in common - they are all puzzled by Windows roads and bridges over canyons. The bridge over the canyon appears in the advertisement for the game.

Will my fellow adventurers help me at home? The *White Wizard* would like you to that classic game, *Adventure*, in which you will find both a black road and a chess - but no bridge. Ironically, Steve Gray hints at the solution in his own letter. I solved *Time Kingdom Valley* without finding any way for the word 'Wise' which presumably serves some purpose so I got. Nothing happens whenever I stand in it, it stands on its own or with a mouse? I also heard no use for the word 'wooden' but to be found near the Power King Hill.

And I suppose?

Other TRV key names include Andrew McNeal, Stephen McNeil, Julian Venet, J. Tomlin, Stuart Hilder, Ian and Paul Selwyn. Thanks for your letters friends, and I wish you luck in all your adventures.

This month's helpful hints

Once again the *White Wizard* comes to the rescue, with pearls of wisdom to cast before harassed adventurers.

Use the *Clear Code* at the end of each problem to identify a square on the grid starting at that position, and every second letter used if you have a complete sentence.

When you reach the end of a word, go back to the beginning of the next one and carry on, if you reach the bottom of the grid start again at the top.

1. Having trouble with the law in *White Wizards*? Here's a tip to get you out of jail (*Clear Code* C2).

2. Stuck in the room with a grill in *Salamandra's East or West*? Try going up in the world with this handy hint (*Clear Code* A1).

	1	2	3	4	5	6	7	8	9	10
A	P	S	S	Y	W	O	H	U		
B	A	S	T	H	Y	R	O	M	U	L
C	S	A	A	Y	T	S	H	I		
D	A	D	T	C	N	O	O	U	Y	
E	M	O	T	W	S	R	U	I	A	I
F	H	H	L	R	G	S	R	K	O	
G	H	H	A	A	T	L	A	T		
H	R	H	T	A	T	O	R	N		
I	U	P	T	T	O	R	N			
J	O	O	W	O	W	A	N	S		

ADVENTURE NEWS · ADVENTURE NEWS

Graphics from Artix

Artix are looking with interest and concern at graphics, adventure. *Eye of Azazel* for the Spectrum at £6.95. Unlike their earlier text-only games, this program has some 16 graphic locations which you will find in your efforts to escape from snakes in the jungle and find the legendary Eye of Berez.

Spiderman joins the superheroes

Adventure International will be releasing *Spiderman* for the Commodore 64 and the Spectrum at the beginning of October. Including at £9.95 (Commodore version) this is the second in the series of games featuring the Marvel superheroes, following on from *The Hulk* (previously last

month). *Adventure International* hold the rights to all the characters for the next six years - no general can expect a steady flow of titles on a wide range of machines.

Computer movie

Legends are busy working on the follow up to *Valkyrie* and the program should be launched in September/October of this year. It's another step in the development of what we call the comic movie and *Legends*' John Paul *Valkyrie 2* will direct this one and for all the difference between arcade and adventure games.

September Sherlock

Millicom House are due to launch *Sherlock Holmes* on September

11th at £14.95 for the Spectrum. A *Commodore* version will be released in October. The program features chess and a custom screen from a number of the *Conrad Doyle* stories including *Doctor Watson* and the old *Morley*.

Cornell galush

Cornell Software products of *Wizard of Mag* are reviewed in last month's issue have called in the reviewer. The future of their products remains unclear and the company name unavailable for comment at the time of going to press. Some follow-up on the old *Wizard of Mag* titles of *Cornell* games and there are numerous of a possible deal with a software distribution company to its name from the game is more available for us being possible.

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In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Merion locked up in the tower.



New Busy Bees

When teddy to the picnic went
there came the smell of honey.
So off he went to find the
hive to fill his empty tummy.
The bees that guard honey
pots are sharpening so
that stings as teddy licks his
angry fun sweet melody.
he sings



New Alley Cat



Guide Thomas the cat along the 15 walls of SOLAR street to his lady friend who awaits him on the end. You will cut down of the flying boots bottles and more which are a few of the hazards you will encounter.

New Bopy Man



Guide Bopy up the ladders to collect a coin from the top of the screen, but beware! The bopy men see out to get you. He must return to the bottom of the screen, avoiding the bopy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch lock, and after refreshing it all the bopy men.

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The Commander comes back on a mixed bag of readers' phone-ins



CALLING COMMANDER CHANCE

When a month's The Hotline has been crisscrossed with calls, and the Voice Recognition Expert has been working 24 hours a day, processing complaints about rip-off games, bugs, no-credits, playing tips, and much, much more...

Here's the month's piece of the action folks. Don't forget it's on call by day or night on 800-426-5843. Speak up, don't be shy and remember to leave your name and address.

Real rubbish

I thought I'd tell you about a real rubbish game I got for Christmas. It's *Mag Works: Star Lord* for the BBC. It's. You can easily finish every screen by just leaving your men up towards and keeping your finger on the fire button. Still it was a gift.

James Whitaker, Southwark

Never look at a gift like in the month, James. *Star Lord* is a real horse. You find that some reasonable graphics, but I agree it lacks a bit on playability. None of my othermen gave you the prog. *Star Lord* should have got a name four - we looked at *Star Lord* back in February. I ad it didn't cause my pet more fat legs.

Exact copy?

I want to complain about Mastertronic's Spectrum game *Cruncher*. I think it's a complete rip-off because it's an exact copy of *Robit* game in the same style - so that's not very good, is it?

Ian Wraynor, Droylsden

Allow, Jay. I have news for you. Mastertronic's *Cruncher* IS *Robit*'s *Cruncher*. The two companies have an agreement that a House Mastertronic to sell *Cruncher* (and *Spacehawk*) and pay a royalty to the *Robit* - and also a commission? *Robit* is not even close really. There is much?

False alarm

Hello, this is Jeff Minter. I'd like to report some missing flames. Hello there Jeff Minter. I'd like to report some missing flames. Hello this is Jeff Minter. Amen.

Hello, this is Commander Chance. I'd like to report a *Disappointed* Nothing. Well, everyone knows that Jeff Minter has flames under close observation. Sleep now and another reader.

Not amazed...

I'd like to complain about your Good Day charts. I am of course referring to *Messiah*. I bought it and you let me waste 60.00 - you said it was excellent but it's total rubbish. And when about *Star Wars* and for that *Willy* which you reviewed out?

Stephen Buckley, South Shields

It's a pity you didn't buy *Messiah*. We still think it's a great game. *Star Wars* and for that *Willy* both appeared on the Good Day charts in the July issue.

PCG show, please

I want to know when there's going to be a PCG show up North - I'd assist or something around there. All your points allow's seem to be down South. It's a long way to travel just for a show.

Matthew Carroll, Bradford

I know it's tough, Matthew, especially if you don't have things done on your CV. But that's not PCG. We are looking at the possibility of doing something up North. Keep your fingers crossed.



Freeze the egg

I just scored 280,000 on *Chameleon* by AGS. So, what do the BBC think you should do for the BBC? Could you also tell me what sort of there are in doing things like those buttons or starting play? Thanks.

Stephen Gidderon, Dulwich

The *Chameleon* Master writes: 'There's no reason why you should not use the freeze key during the game. There are a few where some games of *Chameleon* must be started. However, Stephen, I am afraid that you will need a lot more practice before you are recommended to the *Chameleon* - see note on the third version of the game manual at 1.127.100.

Bitsy bug

I think I've found a bug on *Amiga Star Defender*. If you press 3 hundreds of letter *Q*'s appear and start firing. You can get huge scores by pressing *Q*'s and *RTN*. *SHIFT* makes you so much and reasonable and then *RTN* to the blow them all up! Using the method my Dad used I scored 100,000. Cheers, York, Widdows.

By? What a clever one! Any one else checked out the bug? Or any others for that matter?

Amazing Upstart

It's like to say that I think I think Richard Shepherd's *Upstart* game is - especially getting asked for reviews because it's a great family game and I'd recommend it to anyone who likes the game of adventure. South Wales, Bradford.



COMBINATION PLAYERS are a novel sport. They're not interested in crilly graphics and cute characters. You can't beat them with the trills of fancy packaging and free gifts. Because what they want is a crilly good image too. And that's just what Steven Blunt, 36, of Farnborough, and Steven Bell, 15, of Dartford in London, had in their month's Challenge Chamber shoot-out.

The similarity between these two is dated generation extends beyond their names. They both love Vic 20s; they both share G Levels this summer; they both intend to study Computer Science when they leave school.

Losses

Steven Blunt is in the middle of writing a crilly role game in which a magazine a laser to seek bullets out of a patient's rib cage. Interesting, but the gaming Steven Bell has not had a machine for quite so long and is only beginning to grapple with the mysteries of code. (The Chamber Master thinks things will be a lot simpler if both Stevens are eventually relieved to be someone else - Blunt and Bell the dynamic Gridsaver duo.)

As for games, they're both fans of Jeff Minter's other programs. Bell likes *Aspace* because it's got good graphics and a fair Blunt is a fan of *All the Jeff Minter games* and *Autumn Star De-Nice*. Why? Because it says everybody's got party good and it's his no stars at *Compassion* which has only five programming a score of 330 000. But Bell had the edge on interest - he'd clocked 4-4 moves 443 000. Both players had spent a hand washed, finishing up on their toilet gas in the Master's empty row and a laser control and some not high scores.

Crossfire

For the uninitiated, Gridsaver is an fast, furious and loud shoot 'em up. On the red grid you control a laser beam which can move horizontally and vertically. Dropping down at you are the Droods, rather like the vesivians in *Centipede*. At the intersections of the grid a laser the Droods lay eggs which if you don't get them a thorough tapping will cost untappable plasma bolts. As it that would be enough there are 3 Y Zappers moving along the side and bottom of the grid got caught in their crossfire and you're dead!

As the commentators smiled down to their respective machines Bell suddenly asked for the colour to be switched off. I play in black and white, he stony and the work was the Chamber Master's command and the match took place with one colour and one microphone set. So at 5:00pm a few more crilly music fully announced the commencement of hostilities in the Challenge Chamber. Joysticks were punched on legs, eyes fixed on screens and in next time some the first of many grids had been tapped.

It was a mass slaughter - the alien hordes descended individually into a veritable storm of incandescent laser fire



Above: Steven Blunt struggles with a computer of Steven Bell. Blunt and Bell - happy men of the Vic 20 has become. The left Steven Blunt watches the game.

Tension

But there was tension in the air. After only two minutes a nervous laugh from Blunt announced that he had lost his first life. Moments later he lost another - an unexpected start. It never crossed the Chamber Master's mind that he might have a Wally of the Month. Bell it was not to be. Blunt showed the grid and retreated well from his disastrous start.

Blunt's life in glorious monochrome. Bell was confidently and methodically taking everything in sight. At 5:12 he reached 100 000 with one man left. Suddenly things began to go wrong for him as well. He lost a life as he was caught in the drizzle of Y Zappers and then lost another almost immediately.

As they advanced to 150 000 both grids were swarming with crazy droods. B & B dodged and dived with amazing speed and dexterity but the screen was really filling now and they were both losing lives rapidly.

Blunt was the first to go, guessing he detected he'd be fired on 250 000. Believe it or not, he said - and the Chamber Master did believe him. This was the

last time I've got under 200 000 since the first day of 1983.

Bell still had four lives left but with the competition game he seemed to lose interest and failed rapidly until at 5:20 the droods finally got him on 707 440.

Re-match

Both men knew they had performed well below their best. Both men the Chamber Master knew, deserved a re-match.

This time both of them passed 100 000 without losing a life. Droods to the left of them. Droods to the right of them - but they did not lose.

On through the 200 000 barrier they went, still with a plentiful supply of lives. But eventually, inevitably caught up with them. On 207 000 Blunt finally expired. Bell though pressed on heroically. He broke 300 000 but couldn't quite make it to 400, passing away for the fourth time on 370 000.

In the crucible of the Challenge Chamber the test is that you'll not be in the heat. But for B & B the temporary just differed that success and retirement on the blood. Courage, tenacity and tenacity were demonstrated in abundance. What more can you ask?



in the Gridrunner shoot-out!

PIPING THE DROIDS



Another thrilling contest, and once again the winner calls off the winner.

Crazy tips and loony letters

It's been an exciting few spring months for the Chamber Master. There are so many letters and letters that deliveries are now made by helicopter to the roof of our office block. Underlings sweep up the fly messes and return with huge sacks whose contents are poured in the Chamber Master's feet.

One particularly pleasing spittle plucked out by a snapper came from the dreaming spirit of Oxford University. The Chamber Master is happy to confer on the ancient seat of learning the privilege of entry to the Challenge Chamber. Dr J M Adamsian does great honour to Winton College with his score of 571 816 on the Spectrum version of *Chancellor Egg*.

A month ago this total would have gained the Doc an invitation to enter the Chamber Nine, unfortunately it only gets him mentioned in dispatches. But Dr Adamsian will obviously want to compete in the contest which is sure to replace the final race on a Commodore 64 system — The Global Cambridge Challenge Egg Race. Watch this space for more news.

Chancellor Egg continues to attract thousands of entries on all machines. Maximo Robens of Birmingham weighed in with 455 580 on the Spectrum and sent the rhymer by. Avoid the duck with plenty of lark. There's still a vacancy for Peter Linnerts, blunder Philly Harwood of Bolton, 112 418 on the Spectrum gives this rhymer advice: 'The bottom of the leg duck is hayseed. That's a note!'

Forbidden Forest on the Commodore 64 (FC) is *Game Of The Month* as April, is attracting an increasing number of entries. The Chamber Master is seriously considering it for Challenge Chamber duty. So writers keep breaking those lines!

It's also brought us a couple of strange tips. What about one from Neal Watson of Meer Of Ord on Scotland. Don't lead! The Chamber Master has tried and it is just not possible. Well, that message to arrive his way to 273,177.

Neil Taylor of Kingston in Suffolk is obviously of a nervous disposition. Although he has scored 230 477 on *Forbidden Forest* he says: 'Don't play it at night — too scary!'

It's always nice to hear from old friends so the Master was reportedly pleased to get a letter from Tom Derwin who graduated with honours from the first ever Challenge Chamber.

Tom tells us that he's approaching the



two million mark on *Avenger* and also makes a high score for the new Jeff Meier game *Shrap In Space* which Tom thinks is ace and discovers *Game Of The Month* status. He's already scored 1 400 000 and reached level 27. So Anthony Jencks of Coventry has some way to go to catch up. He's managed 748 665 and his Tom recommends *Shrap In Space* to put in a lot of landing practice.

Stephen Corcoran of London sent an entry for just about every game available on the BBC. His letter looked like that, but was full of smashing quantities. Such as: How do you decide who to mention in the Challenge Chamber? The person with the most outrageous score on a popular game? How effective is your Challenge Chamber detector? Well, Stephen the Chamber Master decides who is mentioned and his delusions must remain so. The detector is obviously effective. Has there been a 'Wally of the Month'? The Master still waits.

Usually we come to Loving Letter of the Month. However, spring himself 'Hazel' Radio 1 Plan, has sent us only for *Avenger* of the Month. Can't be this issue — 1 002 326 in 38 minutes. And how does he do it? You'd understand if the Master felt able to publish his long list of instructions on how to get such scores.

Henry etc's letter leaves a postcard from Motherwell and Whitton in Scotland. Whynopeygo there has a Commodore 64-winning brand who has lately been acting strangely please let the Chamber Master know. The man needs help.

That's all for this month. Keep the entries and the letters flooding in. By next month the Challenge Chamber should have an appropriate blazer to help sort through the post, so you need not fret for the Master's sanity.

The scores to beat

FORBIDDEN FOREST COMMODORE 64

- 680 000 Josephine Henry, Bedford, Northants
- 524 207 J D Lane, Halesworth, Suffolk
- 337 007 Steve Linnerts, Wokingham, Wiltshire

GRIDRUNNER VIC 20

- 442 500 Steve Bell, Barking, London
- 298 770 Simon Grant, Farnborough, Hants
- 205 220 Graham Fox, Gloucestershire

REVENGE OF THE MUTANT CAMELS

COMMODORE 64

- 1 001 000 Tom Bateson, Brefford, Suffolk
- 617 000 Bill Allen, Halesworth, Suffolk
- 470 000 Steve Henry, Wokingham, Wiltshire

CHUCKIE EGG SPECTRUM

- 4 000 790 Paul Williams, Croydon
- 1 245 600 Nigel Broad, Milton, Warwick
- 1 000 000 Lawrence
- 1 000 000 Bernard Murphy, Hudders

JET PAC VIC 20

- 445 000 Michael Parkhouse, Essex
- 410 000 Nick Derington, Oxford
- 310 000 M Linnerts, Halesworth, Suffolk

LUNA JETMAN SPECTRUM

- 602 000 John White, Folkestone, Kent
- 200 000 Paul Ford, Hull
- 175 000 Mark Johnson, Ashwell, Hertfordshire

30 ANI ATTACK SPECTRUM

- 47 000 Andrew Lee, London
- 44 245 Robert Kidd, Ipswich
- 40 075 Michael Tomkinson, Warwick

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If you have let blasted too many aliens for one day, or have got lost in that intricate maze in the new adventure you've bought, and are about to see just how well your computer will fly through the window, why not give these "normal" computer games a rest. Load in a strategy game and find out just how well you would have run the Roman Empire. Take control of a group of soldiers or a fleet through time and fight out battles in outer space or on planets you have never heard of!

War games with scenarios similar to the above as well as many others can be found for nearly every micro. Some games will allow you to play against the computer. In others you have to play against a partner—why not have a go at killing your beloved brother, wife etc? In fact buying war games could lead to the end of family arguments as we know them. Whole families could be crowded around the television watching to see who will win the War of the Roses and settle the latest family feud.

Until very recently most of the computer moderated war games were shipped over from the US. All of these, although of very good quality, tended to be of a very high price. A number of British manufacturers have now produced many excellent packages, all marketed at a price far lower than their American counterparts. This feature will concentrate on products from these companies.

One British company who have really made an impact on the war gaming market are Lockdown. Titles from this company are available for nearly every machine Commodore (BBC) Design etc. Most of them seem to make a first appearance on the Spectrum and are transferred onto the other machines at a later date.

Conventional warriors

Confrontation is possibly one of the most popular titles from the Slack port based company. This is a two play or game of conventional 20th century warfare. One player controls the New Forces and the other player the Red. One nice feature of this game is the option to play on a black and white TV set. If you wish to play in black and white, the pieces of the player on the left hand side of the screen are shown in reverse to

make them distinguishable from those of his opponent.

Each player takes control of a number of forces. The forces consist of mobile units made up of tanks, mechanised infantry and engineers. Each type of unit has a very particular use; for example it would be of very little use trying to destroy a plane with a paratrooper but the Red gains an early indirect damage on the Red aircraft.

The playing area is very clear with rivers, mountains, cities, bridges and other useful landmarks displayed. Forces on the board belonging to each player are only displayed when they are actually being moved, which means that if the players agree not to look at the TV while the evening is moving you will not know which piece is what type of unit before it is adjacent. All pieces are represented by a little picture when they are being controlled. The number of squares they can be moved and their type are displayed at the bottom of the screen.

One of the most and fairly original features this game offers is the option to design your own scenario. Once the program has loaded there is no map laid on screen and you can load the one supplied by Lockdown or design one of your own. Map design is very easy, the cursor keys are used to move a cursor around the playing area and the Designer can place cities, rivers, mountain tops etc by pressing the appropriate key.

Because the map can be designed by the user there are no set victory conditions. You can play until all forces have been destroyed for a set number of moves, until a particular point is captured, or last the first of possibilities is almost endless. Since the finishing con-

MICRO

ditions are left to the player a game could last five minutes, five hours or until you wish to end.

Confrontation is an excellent game, available on a number of popular micro. Because the scenario is left up to the player it is an ideal program for both beginner and expert war gamers.



Tap the Yankees

Johnny Reb is another popular game produced by Lockdown. This game can be played against another player or the computer. On the Commodore 64 system you can even get the computer to take both sides. The game is set in the American Civil War and is a fairly small skirmish of a river crossing between the Union and Confederate forces. To win at this game you must capture the enemy flag through it is possible to set a limit upon the number of possible moves, the winner being the player (computer) who has scored the most hit against the enemy.

Unfortunately this game lacks some of the polish you find in Confrontation. Numbers surround the playing area



controlling the Roman Empire? Stuart Cooke surveys the latest in war games.

PRO WARS

making it easy to judge distances when moving but making the display very messy. The only graphics based on the map other than the various pieces controlled by each player are the ever watchful forest and a bridge. None of these graphics is used very well and the video display seems to lack a great amount of interest.

Each player is supplied with a number of playing pieces. These have differing movement and fighting capabilities depending on what they represent. And very pieces are the only ones that can fire at the enemy from a distance. Unfortunately you can only shoot in eight directions and therefore have to be fairly close to your foe with the enemy or the shot disappears off the screen before you can hit him. It would have been nice to be able to select your target by moving a cursor around to point at the desired man square.

First impressions led me to believe that this was a very simple and boring game. After a few sessions at the keyboard however I found there was a lot more to it than you would expect. To start with a lot of forward planning is required so you can line yourself up with the money to shoot at him late to late. Secondly you must make sure that whenever you do move one of your pieces you can run placing your men in the firing line of the enemy's guns.

Even though the graphics of this game are simple and it is simple to understand, a lot of skill is required. It will take quite a while before you can totally master the game at ease. The program is also a little slow - you get the impression that when the computer is playing

one of the sides and you are waiting for it to react to your military line against your men you could have covered the whole of its army and returned home to your fortress.



Legions on the march

ADD Software is another firm which has begun to put a lot of strategy games on the market. Their latest release is *The Fall of Rome* another game available for most popular macros.

The outside cover for this game states that you are supplied with a *Great Colours Map* so you open up the box expecting to find some painstakingly drawn map of the Roman Empire only to find that the printed instructions are larger than the map. Don't go along the free map to your bedroom wall; you'll only lose it and it comes in very handy when playing the game.

The Fall of Rome bears a slight resemblance to the well known *Fortress* type of game. Each game turn you have

to enter the number of legions you wish to buy and maintain in each area of the Empire. Income varies from region to region and the presence of enemy units taken will reduce it. This game goes a step further than the normal buy to sell that you normally have to do in a *Fortress* game in that you are allowed to move your own around. During the movement phase you can move your forces into any neighbouring province. There just have special signposts which show the enemy forces. By moving up to an area controlled by the enemy you can fight against him.

Even though the graphics are good and the responses to input faster than



■ *The Fall of Rome* good graphics and fast response to you filled the largest by moving your legions against hostile barbarians.





on some other games. The fall of Rome does not put you in the driving that you are usually in control. If you find a little more control of how such battles fought then you would have a better game. Instead you get the impression that you are having an experience of watching them here.

Heavy metal

Organized from Howard Robinson's map on the tapes, CD and a pair of the few games created that explain graphic features to the full.

The screen puts you in control of a heavy tank division. You have the up town of your opponent either being another player or the computer. When it plays, the object of the game is to capture the other player's city HQ. All the action takes place on a high scale, two map that scrolls around the screen which means that the battlefield is actually much bigger than the small area you can see. Three different maps are supplied with the game, and it is very simple to choose the one you wish to use.

Each player is put in control of 15 pieces. These consist of four heavy tanks, five light tanks and six infantry. It is possible to increase the number of playing pieces up to 25 after every round the player in control of the most friendly towns will gain extra men.

It is possible to control all of your moves by either the keyboard or by using a joystick. Use of a joystick makes all orders to the computer very quick and speeds up play considerably.

Probably one of the most original aspects of this game is the way in which the weather affects play. It is variable, and very annoying. You just think that you are about to make a surprise attack on an enemy when it begins to rain and you find all your powers of movement halved. If it snows for example your movement is halved and you have no transport.

The instructions supplied with the game are very clear, therefore a beginner to war games should soon be playing. So that you can tell which area is which on the map a key is given on the initial town commander of a big border factory through a forest then through a desert.

This is a very well presented game and its clear, colorful graphics should appeal to everyone. If you are a Dragon owner then you should buy this game just so that you can see what your machine is really capable of. For those of us who don't own a Dragon, would I recommend bring out someone for color machines.

Probably one of the most popular war games that you can buy in Apocalypse from Games, Norfolk. Red Shift is probably the computer game version of Apocalypse and therefore



World War III

If you are one of those unfortunate people who have never played Apocalypse you then the subtitle gives it the game should put you in the whole story. The Game of Nuclear Devastation. You are told however that use of nuclear weapons could cause a catastrophic chain reaction.

Apocalypse allows between one and four players to take part, however if only one player is involved he will have to take two sides; the computer will not play against you.

Each player is given a certain amount of power points, the number is given depending on how many cities he

occupies and the type of land that his cities sit on.

There are three different maps provided with the game for your warfare to take place upon. These maps cover areas such as Britain, Europe and London. Red Shift have realized the potential of this game and are producing expansion cassettes containing more maps. Expansion maps cover areas such as US, Galactic, Napoleonic, Communist and World War II. The 'Red Shift' version does not yet have all the expansion packs available.

The maps used in Apocalypse cover most of the screen and are very clear. The map shows all the occupied areas and under which player's control they are. When making moves it is possible to move a certain area and the screen, and an expanded view of the chosen position is given showing which forces are situated there. This is very easy to use but tends to be a little slow and it is easy to forget which levels you have when in a large playing area so try to find out every area.

The only major flaw in the game was found in the BBC version. The position of each of the players is positioned on any area he owns. Quite regularly the background color was the same as the character's color making it difficult to see exactly who was in control of the square.

Apocalypse is a very involved game and it will take quite a time for a beginner to master play. The instructions are good and clear and give examples wherever possible. The fact that you can purchase extra maps should add to the length of time before this game is put on the shelf and forgotten about.

15th Century raiders

Arbitrator Raiders comes from the new stable in Apocalypse. This game takes place in the 15th century. You can go in three different scenarios: Moorish, English and the First Assault. Two players are needed to play, each having control of between 20 to 30 characters. Every character in this game has a health, an attack and a weapon and there are 100.

All orders to the computer are very easy to get, instructions are quite clear. There are all you need to do is place the terrain over the player in question and press the F key. If you wish to find out about the character's weapon, you press the P key.

Remember each of the maps is different; the weapon combinations differ although a specific object has to be destroyed in particular in each of them.

This is a game that you need at least an hour to play. But it is worth it when you guide one of your men around a corner and blast three of your opponent's men into little pieces. Arbitrator Raiders is a challenging and very enjoyable game.



Arbitrator Raiders - a challenging game for two players.



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CV

THE FINAL CONFLICT



LORILON FALLS!

- From our correspondent in Lorilon
- As dawn broke last night over Helix (see) the armies of the Dominion crossed the border of Lorilon and swept on before them. Unarmoured though they be, they were equipped to penetrate the country they had only recently occupied, for the combined strength of 23 Dominion units from neighbouring Jorlan and Dignah was too much for them.
- 23 veteran Union units were engaged in a rearguard action as well as four tank units only just built.
- The Dominion lost only five. This morning Union soldiers in Northern Helix were on the alert following reports of an impending Dominion advance.

Yes it is true. After its capture by the Union last month, Lorilon has been overrun once again and its business and other life supporting the Dominion war effort.

Union leaders may be regretting that they did not retreat south from Lorilon to Rakonia, a country that is now seriously undermanned. Things don't look too black for the Union frontiers. Looking at the situation on the north-west ridges, it is hardly surprising to envision Yurion which now harbours an impressive 37 armies. No doubt the far will be lying on the Rakonia plains here month. Your vote will decide the rest.

How the game works

On the far-off planet of Helix, four superpowers are at war:

- The Union of Galactic States
- The Barakas Federation
- The Dominion of Mergrand
- The Lorilon Dominion

Each of the four powers controls a certain number of the planet Helix's 22 countries. Their aim is to capture more territory and gain power which enables to gain control over more than half of the planet (ie 17 countries) wins the game.

PCG members playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible movements:

- BUILD ARMIES
- BUILD SHIELDS
- BUILD SHELTERS
- BUILD FACTORIES
- SUPPLY (another country)
- REINFORCE (a neighbouring country)
- LAUNCH (missile)
- ATTACK (using armies)

After the votes have been counted by the computer the money which remained for each vote are added on. Only the few possible moves for each country have been worked out. The computer uses the game's detailed rules to value late through.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who play on from the worst election problem. War-lords will have their names printed in this magazine and must importantly will have their voting strengths increased for future games.

War

We look at the Federation's most comprehensive Dominion on the capture of Rakonia with a loss of only two armies. The Federation is now the only power to have consolidated its territories opening up exciting possibilities. Forgive, for example, a relatively severe and could be used to supply or reinforce existing resources which may be at greater risk.

The Dominion is rubbing its hands with glee after conquering Rakonia with the loss of only one army. What is more

they have therefore acquired three missiles which could do a lot of damage in the neighbouring Dominion territories.

Tigros and Warrak were involved in an incident we discussed on the Mergrand front. The Dominion marched south on Warrak but the Dominion launched a few surprise missile strikes on the approach and at the end of the day Tigros lost no less than ten Dominion armies.

Warrak had no choice to collaborate however in the Mergrand's managed to remain under Dominion control but lost no less than 11 armies. Warrak



WAR-LORDS

The names of the superpowers are in bold. The countries and units are in italics. The number of units is in parentheses.

DOMINION (ranked highest) holds (14) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10), (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10).

FEDERATION (ranked second) holds (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10), (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10).

UNION (ranked third) holds (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10), (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10).

BARAKAS (ranked fourth) holds (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10), (10) East Helix (10), (10) West Helix (10), (10) North Helix (10), (10) South Helix (10).



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This month's moves

How they are – the final orders carried out by each country as decided by your vote.

DOMINION

Elmer BA, Iceland BA, Jorlan BA, Olysh AL, Wansh LT

Congratulations to S.B. Williams of Cwmlough who receives his second War Lord nomination this month. We now count 140 votes. Two other Dominion players (Paul Hettle and David Phillips) also receive their second nomination this month.

FEDERATION

Tygon AW, Upland AK, Vindoh AE, Gwema BA, Fargum BA

COMMUNE

Doggon BA, Calyns BH, Dross BA, Norland AE, Zorr AE, Abhorval BA

UNION

Lundin BA, Pynokh BY, Quethin BY, Ynkun BA, Bekwas BA, Chery BA

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SOFTWARE

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Beaky would normally assume this role without a second thought, however he had his own problems to face for the dreaded Eggknatchers had returned to threaten the very essence of his breed. Beaky's survival instincts do not allow him to leave Crackat until he has reeled enough chicks to fight off the Eggknatchers. In order to crack it, he must pass through 17 different stages each getting progressively harder.

So we have it, Ziggy returning home for a complete rest under the illusion that Beaky is defending the Universe, surely it can't take Beaky that long to secure his own species and when will Ziggy be back ?

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Looking for a new game? Check out this list of PCG-approved titles

PCG RECOMMENDED GAMES

This is the section which lists the games we think are worth buying. It's carefully updated each month both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in this book will be printing electronic lists each month.

Following from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast

number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

Also each month we take a game from these lists and give it special treatment as our "Screen Choice". It gets a page to itself so that we can give you a more typical reason why it's a good game.

Finally if you're new to computer games, here are our point explanations of some of the types of game and other terminology you'll find on these pages.

ADVENTURE A type of game involving an exploration, or a path to go through to happen you have to carefully go on and avoid obstacles, avoid traps (knowing a key is probably right). Usually the idea is to explore a series of locations or try to complete a task such as finding treasure, solving a mysteriously recorded crime, rescue your friends, rescue your wife, and then repeat it all with three magical wafers (the three wishes).

ARCADY GAME Any game where you use the keyboard as your only means of moving (the movement of an object or character on screen). The rest, mostly all computer games are arcade games. (After all, even video games are it if it moves fast and comes in many shapes which has a printed or an on-screen picture).

ARCADY-ADVENTURE Any arc game which is the same story but does not have to type or movement, because we what is called by using different keys to achieve your goal. (Examples: Arc. Adv. App. 10, 11).

ANIMATION Movement modified on a screen so that it can be controlled by using the keys. Moving things which are not actually moving like things which are not actually moving.

ATTEMPT Early type game in which you decide whether to try a highly complex move or not.

CERTIFIED Games on which a PCG

GAMESPLAN

explains each game in more detail than you can find in a.

DEFINER Short moving space game in which you stop balls from passing (usually and many other things against a walling back ground).

DISNEY WARS Classic battles and your own characters to try to keep it from the other side to the center.

DRAGON Classic where you guide the dragon which hunts and eventually collects itself.

EXPLORERS Classic space shoot out with descending ships, shooting and catching on they enter.

EXTRA-GRAPHICS Pictures that are very well enhanced than others than large files.

EXTRA-GRAPHICS Any arcade game which you play a game from bombs by using a pointer and using a controller.

MULTI-SCREEN Games in which there is a different screen for each screen and generally a different screen picture. (Example: Screen in Screen: Screen: Screen).

PAC-MAN Fun, colorful maze game — job like this and you can't stop it from 200 points to 1000 points a minute.

PEND Arcade game in which you slide on the floor and use an extra letter to form a ball on the line.

PLATFORM GAME Any game which involves jumping to reach a series of goals (Examples: Ex. Adv. App. 10, 11).

POINT In this game you must enter the block on a 100 system while avoiding obstacles (Example: Ex. Adv. App. 10, 11).

SCRAMBLE Arcade game in which you pilot ship over mountains and through narrow, winding, weather patterns and other matter.

SIMULATION A type of program which may be required to use the joystick or other equipment to control it.

SPACE FANTAS Arcade game in which you see a space game, adding in for its excitement to full one.

STRATEGY GAME Generally where control over the player in a position which is a game which is a way of solving something because it's not a real situation which you can't make decisions which like a real one situation.

SPECTRUM GAMES L-T

TITLE	MEM. REQ.	PRICE	SUPPLIER	COMMENT
Latin America	16K	3.99	Lotus	Follows up its superb sequel.
Ship (at sea)	32K	4.99	Burrows Projects	Excellent sequel.
Dino Ark	32K	4.95	DK Films	Excellent sequel.
Worms Defender	16K	4.95	Amiga	The best version of the title.
King's Quest	28K	4.95	Digital Integration	Multi-level story line.
King	16K	4.95	Utopia	The best sequel to the first game.
Phylos	28K	4.95	Regional	Excellent multi-level sequel.
Scrabble	38K	10.99	Softice	Great sequel to the original.
Scrub Drive	28K	3.95	Duall	Great sequel to the original.
Sea Battle	28K	4.95	Regional	Excellent sequel to the original.
Superman II	38K	4.95	CompuLink	Excellent sequel to the original.
The Abyss of	32K	4.95	Imaging	America's adventure with the series.
The Book of	32K	14.99	Multimedia House	A wonderful sequel to the original.
Freedom	28K	4.95	New Games	Great sequel to the original.
Wolfington	32K	4.95	Lotus	Excellent sequel to the original.

SBC GAMES M-Z

TITLE	PRICE	SUPPLIER	COMMENT
Phoenix	19.99	AccuSoft	Best version of Space Force.
Phoenix	19.99	AccuSoft	The best version of the series.
Phoenix	19.99	AccuSoft	The best version of the series.
Phoenix	19.99	AccuSoft	The best version of the series.
Phoenix	19.99	AccuSoft	The best version of the series.



ATARI GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
Adventure II	20.00	Targem	More fun than the original level of this classic series.
Andromeda	20.00	Atari	Search for an alien invader in the outer space.
Arkanoid	22.00	Atari/Atari	Multi-screen arcade adventure featuring a giant monster with a jelly stomach.
Arkanoid II	20.00	Atari	More fun than the original.
Arkanoid II: The Next Level	20.00	Targem	Multi-screen arcade adventure.
Assault	20.00	Atari	Arkanoid quality, different game.
Assault II	22.00	Atari	Third level of the first game.
Assault III	24.00	Atari	Final level of the first game.

COMMODORE 64 GAMES J-Z

TITLE	PRICE	SUPPLIER	COMMENT
Arkanoid	9.99	Looney	Play it on the Commodore 64.
Assault: Last of the City	8.99	Looney	Defeat the invasion of Pagan.
Assault II	7.99	Atari	Another "Arkanoid" style game.
Assault III	8.99	Looney	Follow up to Assault II.
Assault: Final	8.99	Looney	Final level of Assault.
Assault: The Next Level	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level II	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level III	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level IV	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level V	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level VI	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level VII	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level VIII	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level IX	7.99	Looney	Another "Arkanoid" style game.
Assault: The Next Level X	7.99	Looney	Another "Arkanoid" style game.

VIC 20 GAMES M-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Arkanoid	8K	9.99	Looney	Play it on the Commodore 64.
Assault	8K	7.99	Atari	Search for an alien invader in the outer space.
Assault II	8K	7.99	Atari	Another "Arkanoid" style game.
Assault III	8K	7.99	Atari	Third level of the first game.
Assault IV	8K	7.99	Atari	Fourth level of the first game.
Assault V	8K	7.99	Atari	Fifth level of the first game.
Assault VI	8K	7.99	Atari	Sixth level of the first game.
Assault VII	8K	7.99	Atari	Seventh level of the first game.
Assault VIII	8K	7.99	Atari	Eighth level of the first game.
Assault IX	8K	7.99	Atari	Ninth level of the first game.
Assault X	8K	7.99	Atari	Tenth level of the first game.

LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Arkanoid	7.99	Looney	Play it on the Commodore 64.
Assault	8.99	Atari	Search for an alien invader in the outer space.
Assault II	8.99	Atari	Another "Arkanoid" style game.
Assault III	8.99	Atari	Third level of the first game.
Assault IV	8.99	Atari	Fourth level of the first game.

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Arkanoid	7.99	Looney	Play it on the Commodore 64.
Assault	8.99	Atari	Search for an alien invader in the outer space.
Assault II	8.99	Atari	Another "Arkanoid" style game.
Assault III	8.99	Atari	Third level of the first game.
Assault IV	8.99	Atari	Fourth level of the first game.
Assault V	8.99	Atari	Fifth level of the first game.
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Assault VIII	8.99	Atari	Eighth level of the first game.
Assault IX	8.99	Atari	Ninth level of the first game.
Assault X	8.99	Atari	Tenth level of the first game.

PRISON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Arkanoid	7.99	Looney	Play it on the Commodore 64.
Assault	8.99	Atari	Search for an alien invader in the outer space.
Assault II	8.99	Atari	Another "Arkanoid" style game.
Assault III	8.99	Atari	Third level of the first game.
Assault IV	8.99	Atari	Fourth level of the first game.
Assault V	8.99	Atari	Fifth level of the first game.
Assault VI	8.99	Atari	Sixth level of the first game.
Assault VII	8.99	Atari	Seventh level of the first game.
Assault VIII	8.99	Atari	Eighth level of the first game.
Assault IX	8.99	Atari	Ninth level of the first game.
Assault X	8.99	Atari	Tenth level of the first game.



N CLASSIC ★ SCREEN ★ GAMES



STAR RAIDERS

Acc programmer Jeff Minter is mega-zapped by Atari's deep-space 3D game

Along in deep space. All in space. Looking out the viewport, the stars drift by as you cruise silently in the hard vacuum of interstellar space. Reaching out to your control panel you display Galactic Map. Expertly maneuvering the gridless screen you spot trebly new one of your Blue Stars.

Swiftly you load the co-ordinates into your warp computer and look on the drive. The stars rush by lengthening in streaks as the warp engine turns your ship towards the PFL jump than - hyperjump - you're through and the Earth Computer is giving red alert! You engage shields and cut in the targeting computer then watch your radar trace to engage the enemy in an interstellar dogfight!

So begins *Star Raiders*, perhaps the most outstanding video game yet devised. Running on the Atari machine the game is best described as a sort of real-time Star Trek. All the features are there: Galactic map, long and short range starbases, beamweapons. The difference lies in the fact that *Star Raiders* is presented as an arcade-type game format. The result is a game which can be an strategy and arcade games into one game mode which *Defender*, *Pac-Man* and *Donkey Kong* pale into mere insignificance.

In the early days of the Atari 400/800, many Atari were bought just to play the game could be played. The impressive 3-D look of the cockpit window display attracted the attention in the shop, and once the prospective buyer had actually experienced the fiery battle with the Zillions it was too late. *Star Raiders* adds it on had set it.

Many have tried to create their own and all have failed to produce the superb feel of the Atari game. This makes it strange that Atari themselves, while converting their arcade titles into the popular success have chosen to ignore their best game. I'd love to see it running on a 64!

When you're out writing a game and complete that you haven't enough memory remember that *Star Raiders* was written in 8K (including all graphics and sound data). Considering the depth and complexity of the game that is an incredible piece of programming.

Any unfortunate Atari owners who don't already have *Star Raiders* should put down the magazine or news, rush out and buy it IMMEDIATELY! Owners of other machines should have themselves thoroughly until a conversion is forth coming. And Atari should advertise the fact that they have the finest home computer game in existence.

P.S. I know this is very enthusiastic, but I actually know a bit about games and whereas you might not want to play *Raiders* for more than 2 minutes, I am aware of the true nature of what makes a game addictive. Everyone should go

through *Star Raiders* addiction as a required part of their training! Only after passing through the experience can you comprehend the nature of the video game universe. Regards,

Jeff Minter

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number of incredible traps and hidden paths. It is a test of your courage and wits. Aztec Challenge features no less than 100 levels of Hellish scenes. Here are just three of them. Each one of our legendary grand new challenge. We hope your joystick can stand up to it.

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SLINKY


Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks. So he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he looked on them. Worried but unwilling to turn, the blocks belonged to the Wicked Wizard! Who sent his lovely unicorn to test our poor hero. Slinky is a real fun package with nearly 100 lovely scrolling reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random reader, and Lorenco the donkey-ear hopper?



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